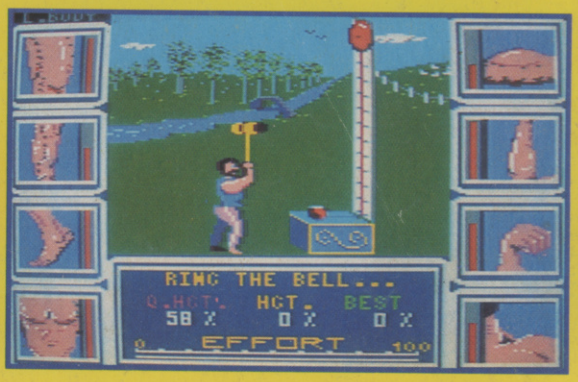
COMMODORE User

December 1985 Price 95p

win JEFF CAPES STRONG MAN GAMES



JOYSTICK ROUNDUP

TYPE IN XMAS CAROL

BIGGER REVIEWS

50 LORD OF THE RINGS GAMES TO BE WON

AT LAST! The eagerly awaited sequel to the fabulous classic "The Hobbit" is now available. "The Hobbit", classed as 'the ultimate adventure game of all time', was just a taste of what you can expect in LORD OF THE RINGS.
Astonishing vocabulary, graphics and more locations than you could imagine possible!

LORD OF THE RINGS Game 1 is available on C64, BBC, Spectrum and Amstrad at £15.95. This stunning package includes two cassettes, large booklet and a copy of "The Lord of the Rings" Part 1.

MELBOURNE HOUSE

CONTENTS

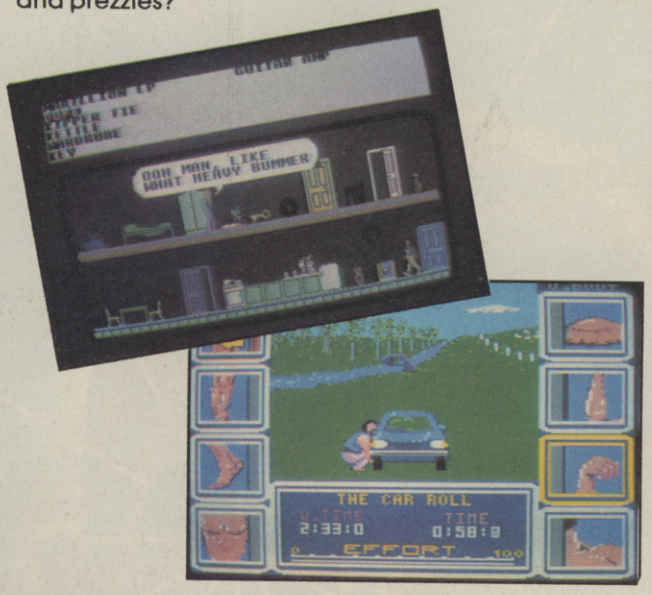
DECEMBER

6 WHAT'S GOING ON
With Christmas coming up, you've just got to know what's going on.

16 HOT SHOTS
More sleaze from the man with the twitching ear and the dirty mac.

20 CHRISTMAS WITH THE STARS
We ask the megastars of the software industry what the festive season means to them. Is it just food and booze and prezzies?

76 GET A GRIP
Getting a joystick for Christmas? Don't miss our comprehensive guide to choosing the best.



91 XETEC INTER-FACES
We check out two low-cost yet powerful 64 interfaces: Super Graphix and Super Graphix jr.

35 INTRODUCING THE G FORCE
The G Force has taken over Screen Scene — introducing the meanest team of games reviewers in gamesdom. They've got to grips with the newest games — plus previews on Geoff Capes Strongman and The Young Ones games.

94 BEAT THE DRUM
At last, a device that turns your 64 into a versatile drum machine. We get into the beat with the Digidrum.

PEOPLE

Editor	Eugene Lacey
Deputy Editor	Bohdan Buciak
Staff Writer	Mike Pattenden
Design	Elaine Bishop
Contributors	Chris Durham
John Ransley	Dan Gutman
Fred Reid	Ken McMahon
Karl Dallas	Chris Anderson
John Sutherland	Peter Jones
Advertising Manager	Sarah James
Advertisement Executive	Gary Williams
Copy Control	Debbie Pearson
Publisher	Rita Lewis
Editorial and Advertising	01-251 6222
Subscriptions/Back Issues	0732 351216

Registered Offices:
Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.
Cover Logo Electronic Arts

Commodore User is published twelve times a year by EMAP Business and Computer Publications Ltd.
Subscriptions and Back Issues are handled by B.K.T. Subscription Services, Dowgate Works, Tonbridge, Kent TN9 2TS. Telephone: 0732 351216.
Annual subscription (UK) £12.00, (Eire) £IRL 17.00, (Europe) £18.00, (Rest of the World) £32.00.
Printed by Garrod & Lofthouse Ltd, Crawley; Photosetting and reproduction by Bow-Towning Ltd, London EC1.

Material is accepted on an 'all rights' basis unless otherwise agreed. Enclose SAE if you want the return of original manuscripts and photographs.
All material © copyright Commodore User 1985 and contributors. No part of this issue may be reproduced in any form without the prior consent in writing of the publisher, other than short excerpts quoted for the purpose of review and duly credited. The publishers do not necessarily agree with the views expressed by contributors and assume no responsibility for errors in reproduction or interpretation in the subject matter of this magazine or any results arising therefrom.

ISSN 0265-721X
1985 An EMAP Publication

ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS
47,669
Jan-June 1985

REGULARS

15 FEEDBACK Views, opinions, criticisms — get them off your chest by writing to us.

28 INTO THE VALLEY *Super Gran* adventure, the *Magician's Ball*, *Napoleon's Sandwiches:* all reviewed this month. Plus news, chart and competition.

72 US MAIL Dan Gutman reflects on a year that's done no favours for the Stateside computer industry.

83 PROGRAMS Forget the carol singers this year, just type in our 'Silent Night' program for the 64 — something for 16 owners, too.

97 BUSINESS What are the real advantages of upgrading to the new 128? Karl Dallas investigates the potential.

102 HAPPY HACKER Micronet is out to tempt you away from arch-rivals Compunet. HH finds out what's going on and meets Feargal Sharkey in the process.

109 TOMMY'S TIPS Got a technical problem? Tommy's here.

COMMODORE PLUS 4 AND C16

CAN YOU MEET THE CHALLENGE OF:–

HIT & MISS

HIT & MISS IS THE CHALLENGE
BUT – THE QUESTION IS –
CAN YOU MEET IT?

FREE A2 POSTER
FREE PACKAGE & POSTAGE
NEW – IDEAS IN ACTION
ONLY – FOR PLUS 4/C16

TAPE
£7.99

"MORE ADDICTIVE THAN ANY ARCADE GAME, THE ONLY C16/PLUS 4 SOFTWARE OFFERING A REAL CHALLENGE"

WARNING:– PLAYING
HIT & MISS
COULD SERIOUSLY DAMAGE YOUR HEALTH. BUT IT CERTAINLY WILL NOT DAMAGE YOUR WEALTH

Design by Nigel Widdowson Graphic Design. Leeds

HIT & MISS DEFINITELY IS A MIND CHALLENGE OF MEGA PROPORTION THAT ALL YOUR FAMILY AND FRIENDS CAN TAKE PART IN. FROM SINGLE PLAY TO DOUBLES IT WILL STRETCH YOUR MENTAL DEXTERITY TO THE FULL.....

BUT REMEMBER:–
"IT TAKES MORE THAN JUST GUESSWORK TO BECOME A GENIUS WITH **HIT & MISS**"

VENTUREGATE LTD
AVAILABLE AT MOST GOOD SOFTWARE OUTLETS

ORDER YOUR COPY:–
FROM:- VENTUREGATE LTD., 17 HAROLD ROAD, W. YORKSHIRE, LEEDS LS6 1PR.

NAME (BLOCK LETTERS)_____

ADDRESS_____

COUNTY_____ POSTCODE_____

PLEASE SEND ME_____COPY/IES OF **"HIT & MISS"** AT £7.99 COMPLETE WITH A FREE POSTER WITH EVERY COPY.

(FREE A2 POSTER AND FREE P & P)

DIMENSION computers l.t.d.

27/29 High Street
Leicester LE1 4FP
Tel: (0533) 57479

THE MIDLAND'S LARGEST HOME COMPUTER STORE

commodore AUTUMN SPECIALS

COMMODORE MPS801 DOT MATRIX PRINTER
WITH
EASYSCRIPT (Wordprocessor)
EASYFILE (Database)
FUTURE FINANCE (Planning package)
£129.95

COMMODORE PERIPHERAL PACK
★ MPS 801 PRINTER
★ 1541 DISC DRIVE
OFFER PRICE £199

STAR SG10C PRINTER
WITH
EASYSCRIPT ★ EASYFILE ★ FUTURE FINANCE
£279.95

COMMODORE 64 DRIVE OFFER
1541 DISC DRIVE
OFFER PRICE £129.95

CURRAH SPEECH 64
SPEECH SYNTHESISER
£19.95

SUPERSCRIPT/SUPERBASE OFFERS

Superscript 64	~~£69.95~~	£49.95
Superbase 64	~~£99.95~~	£59.95
Superscript 64 + Superbase 64	~~£169.90~~	£99.95
Now available for the Commodore 128		
Superscript 128	~~£79.95~~	£59.95
Superbase 128	~~£99.95~~	£74.95
Superscript 128 + Superbase 128	~~£179.90~~	£124.90

Please add £1.50 carriage per item

LOGO + PILOT OFFER
LOGO 2 DISCS + PILOT DISC.
IDEAL CHILDRENS LANGUAGES
EDUCATIONAL AND FUN TO USE
~~£64.90~~ **£14.95**

Commodore Easy File (Database) Disc	~~£50.00~~	£19.95
Commodore Future Finance (Planning Package)	~~£75.00~~	£17.95
Micro Simplex Accounts+V.A.T. Package	~~£172.50~~	£69.95
Handic Easy Calc (Spreadsheet) Cartridge	~~£49.95~~	£14.95
Handic Calc Result (3D Spreadsheet) Disc+Cartridge	~~£99.95~~	£39.95
Practicorp Praticalc (Spreadsheet) Disc	~~£44.50~~	£17.95
Audiogenic Wordcraft 40 (Wordprocessor)	~~£89.95~~	£24.95
Box 10 SS/SD Commodore Compatible Discs		£15.00

COMMODORE EQUIPMENT REPAIRS
PLEASE RING FOR FULL DETAILS OF OUR COMPREHENSIVE REPAIR SERVICE

PRODUCT ENQUIRY HOTLINE
Please ring for details of the wide range of Hardware, Software and Peripherals available via our mail order service.

Commodore 1701 Colour Monitor + Seiko Computer Wrist Terminal/Watch	£199.95
Commodore 64/128 Green Screen Monitor	£99.95
Commodore 128	£269.95
Commodore 1570 Drive	£199.95
Commodore 128+1570 Drive	£449.95
DPS1101 Daisy Wheel Printer	£199.95
Commodore Compatible Data Recorder	£27.95
Pair Quickshot II Joysticks	£14.95
Commodore Compendium Pack including: Commodore 64, Data Recorder, Music Maker Keyboard, Designers Pencil, Adrian Mole Game+Book, Quickshot II Joystick	£199.95

PERSONAL CALLERS AND EXPORT ENQUIRIES WELCOME

ALL OFFERS STRICTLY SUBJECT TO AVAILABILITY.

Please add £1.00 towards carriage + packing on any software offer, or hardware order under £30.00, and £5.00 Carriage on hardware orders OVER £30.00
To order, either send cheque/P.O. with coupon or ring ***(0533) 57479/21874*** with Access/ Barclaycard number.

Send to: Dept. CU8, Dimension Computers Ltd., 27/29 High Street, Leicester LE1 4FP.

ITEM	QUANTITY	PRICE
	TOTAL	

Name.....

Address.....

.....

Telephone.....

PLEASE ALLOW 7 DAYS FOR DELIVERY

128 Software

Now that the 128 has finally reached the shop-window, a steady stream of software is following. The newest arrival is a complete assembler and program development system from JCL Software.

By the time it reaches you the program will probably be sporting Commodore's own packaging and be disk based. No prices have been thrashed out yet, though.

The assembler includes a full editor, bi-directional scrolling, and search/replace function. And the good news for Basic buffs is that you can use all these when writing Basic too.

Also available from the same company will be a *Business Basic* extension. Sounds weird, but it's a by-product of the 128 *Micro Clerk* retail accounts package JCL wrote for Commodore (for £100 you get cash accounts, a filing system, a wordprocessor, spreadsheet, calculator, cut and paste, and mailmerge).

Business Basic gives you commands to make functions like data input, file management and file indexing more easier to program. So if you don't like the packages on the shelves, you can go and write your own. Again, no prices yet.

• SHORTS •

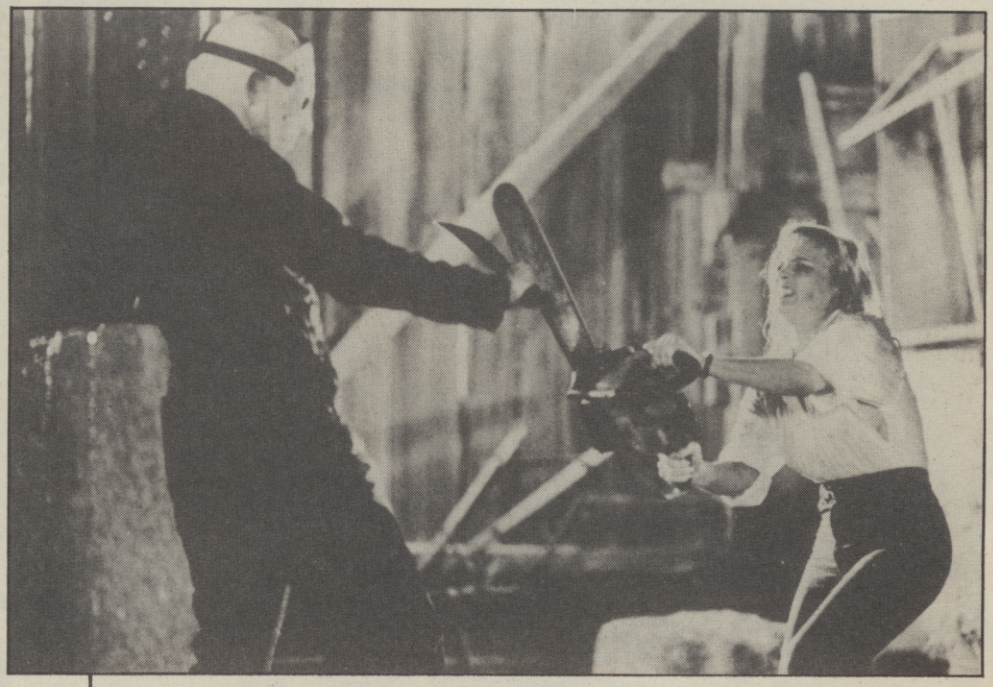
Radio 16: Good news for all those Commodore 64 users who were miffed at missing out on our recent Radio Hams series; Scotland-based Moray Micros has announced *Microcom 16*, a morse and RTTY receive and transmit program for the humble 16 (remember you must have a licence to transmit). The program also doubles as a morse code tutor to Amateur Radio Licence standards. The tape costs £14.95 (£16.95 on disk) and, bearing in mind that you can now acquire a 16 for around £50 it looks like a nice 'n cheap way of getting on the air. Moray is on 05427 384.

• SHORTS •

Parts and Labour: Following our Repair feature in the October issue, hardware repairers have been falling over themselves to tell us about their service. Here's the gen from Bradford-based *Trilogic* They offer a 'standard' repair service for the Commodore 64 costing £27.50. That includes parts, labour and postage — and you should get your machine back within 5 days. For speedier repairs with same day despatch, they'll charge you £34.50. Trilogic say both services are subject to the availability of spares. A 17p stamp gets you their free catalogue. Write to Trilogic, 29 Holme Lane, Bradford BD4 0QA.

• SHORTS •

Airborne Software: Are you a simulation, strategic and war game nut? Apparently, you're not alone. According to *Airborne Software*, there's such a lot of people flying planes, racing cars, fighting wars (all on screen) that it's set up a special mail-order company to sell this type of software. It claims to have not only the expertise but a large selection of software. You can get more info and a price-list by writing to: Airborne Software, PO Box 1940, Watford, Herts WD5 0DL.



Software nasty

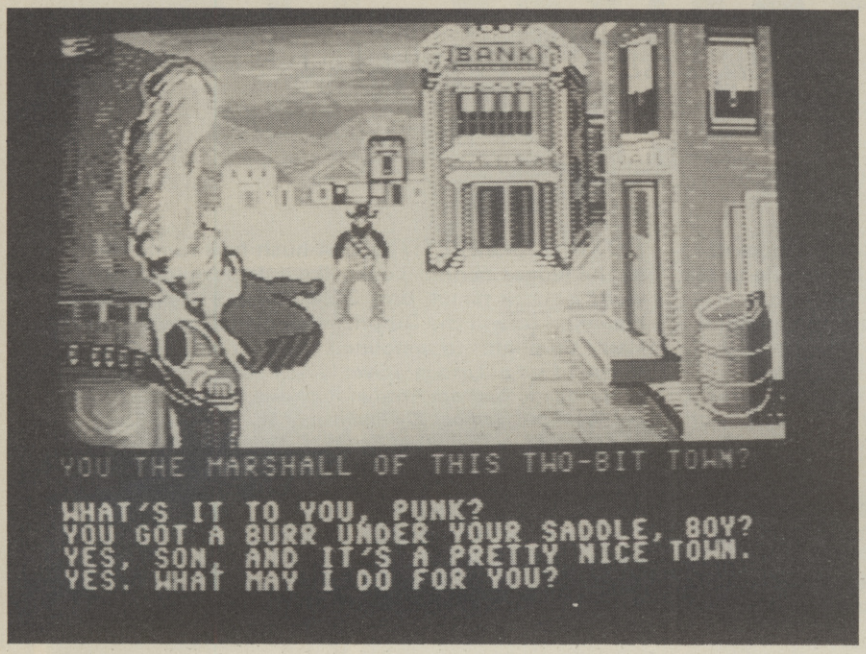
You'd better lock all the doors and nail the windows down, because Domark have secured the licence for Friday 13th. A game is due in time for Christmas based on the crazed exploits of a man who goes round topping spotty American teenagers. Sounds ace, eh?

Domark's approach though, is "Not to shock, but surprise". Mark Strachan explained the theory. "People like to be frightened, but not horrified. We intend to keep the surpise edge-of-the-seat element in this game without making it disturbing."

The game will be a straightforward arcade challenge with you trying to save ten teenagers from the clutches of the warped Jason. Trouble is you don't know which one Jason is. Ten weapons are at your disposal to do away with the man in the hockey mask, through five levels.

The game priced at £8.95 cassette and £10.95 disk contains a surprise gift and offers you the chance to win a monitor by identifying the chilling sounds that can be played from the cassette on an audio tape player . . .

Sounds creepy.



Accolade for US Gold

US Gold's latest American acquisition is Accolade Inc, a breakaway group of programmers from Activision.

The company's first release is *Hardball*, a baseball simulation due in January, to be followed shortly afterwards by a spaceship strategy game entitled *The Psi-5 Trading Company*, and a gunslinging game called *Law of the West*.

As the screen shot demonstrates, we are not talking about cheapo arcade games. The graphics are large and detailed, with quality animation.

The latter two games feature language in the shape of adventure style screen printing which require you to interact with other characters. The Wild West game, for example, features a nice line in dry humour which requires you to combine with various townspeople to ward off the scourge of roving bandidos and desperados. Your job as the sheriff is to be diplomatic as well as fast on the draw.

We'll be reviewing these titles just as fast as we can slap leather, pardners.

Ultimate names the games

Ultimate, creators of the Arthur Pendragon series, have announced the release of two new games for the Commodore 64. *Dragon Skulle* and *Outlaws* will both be available in time to make a letter to Santa a worthwhile bet. At £9.95 each you should stand a good chance of finding one in your Christmas stocking.

In typical tight-lipped fashion, Ultimate are keeping quiet about the details, so stay tuned for a full review in January.

MUD delayed by bugs

Multi User Dungeons — the extremely hip adventure game that lots of people can play simultaneously with a modem — has now been delayed.

It was due to go on-line on Bonfire Night but the organisers now say it will not be available until early next year.

MUD's organisers, British Telecom, have written to subscribers to explain the delay as "the kind of last-minute bugs every programmer has to cope with". BT are determined to get all the bugs sorted out before MUD goes on-line. A spokesman told *Commodore User* "As far as we're concerned the quality of the final product is more important than the deadline".

MUD is generating a lot of interest at the moment. What sets it apart from other computer games is that you are playing simultaneously against or with several other Mudders. You may even come up against the odd celebrity — well, Jeff Minter anyway.

• Shorts •

Dialog Software, the company responsible for the popular *Transact* book-keeping package, is bundling its entire 64 range of programs at a bargain-basement price. For £75 you get *Transact* itself, *Sales Ledger* and invoice processor, *Purchase Ledger*, *Stock-Aid* control system and the *Home Accounts* manager. According to Dialog's Chris Ely, the set would cost around £155 separately, "which must represent remarkable value for the user". Of course, the true value depends on how many of the modules you actually need. The whole lot comes on a single disk with appropriate documentation for each program. More details on 0371 831009.

• Shorts •

Video Darts: When it's closing time and you still want to play darts, Zion Systems may have the answer. They've just produced the *Video Darts* game for the Commodore 64. It's for one or two players and costs £7.95. Armchair Eric Bristows can contact Zion on 0252 521123.

OCTOBER COMPETITION RESULTS

FAMOUS NAMES COMPETITION: Caught most of you out on this one: shame on you, not being able to tell the difference between Bobby and Jack Charlton — simple, Bobby's got a shinier cranium (and scored more goals) Ten sharp-eyed winners were:
William Yau of Halesowen, Gary Wesley of Southampton, Jonathan Wright of Humberside, Mark Evans of Belfast, Richard Hamling of Caerphilly, Mark Laurence of Derby, Paul Murphy of North Shields, Steve Wood of Womborne, Andrew Clarke of Warwickshire and Hank Jones of Clwyd.

CASTLE COMPETITION: Pretty simple this one — the answer was 'portmanteau'. Prizes are already winging their way to:
Valerie Bishai in Egypt, Michael Croft of Sussex, David Porter of Aberdeen, Michael Herne of County Kerry and Arthur O'Sullivan of County Mayo.

BOXING COMPETITION: A hush falls round the ring as the judges confer. Looks like a decision on points. But wait, a shock result, only 25 knock-out champs managed to win the 30 prizes on offer. Now it's over to Harry Carpenter to announce the winners:
Douglas Latif of London, David Wilson of Durham, Paul Serbert of Harrogate, Nadeem Afzal of Rochdale, R. Pickard of Clwyd, Les Ward of Liverpool, Cy Redman of W. Croydon, Steve Wood of Staffs, Chris Garbutt of Basildon, Mohamed Şamoo of Walsall, Mark Wilson of South Shields, J. Tunstall of Hartlepool, Stuart Sambrook of Shrewsbury, Anthony Grogan of Accrington, Cornell Rogers of Neasden, T. Leitch of Glasgow, Craig Burton of Bournemouth, Ibrahim El Abidein of the Netherlands, David Constable of Bedford, James Gibb of Strathclyde, David Wesley of Southampton, W. Hay of Tyne and Wear, Miss M. Sellings of Eastbourne, Andrew Clarke of Warwickshire and John Thorneycroft of Epping.

DIY Adventure Blunder

Apologies to those of you who typed in the "Phantom of Priory Court" game in our DIY Adventure series (October and November issues) — you did, didn't you? A poltergeist ran off with part of the listing. Well, actually, we accidentally missed out the final section of the program, so here it is: just tag it on to the listing you've already got using the line numbers presented here. Whilst you type it in, we'll all go and stand in a corner.

```
3600 REM***PRINT APPROPRIATE CHALLENGE***
3610 :
3620 PRINT"ANNOYINGLY, THE NEW C128 APPEARS NOT TO WORK.":GOTO 1740
3630 PRINT"THE WATER'S POISONED - YOU GROW DIZZY!":GOTO 1740
3640 PRINT"A HOMOCIDAL CHEF POUNCES ON YOU!":GOTO 1740
3650 PRINT"IT IS TOO DARK TO SEE ANYTHING.":GOTO 1740
3660 :
3670 REM***SUCCESS ROUTINE***
3680 :
3690 PRINT"CONGRATULATIONS!!!"
3700 PRINT"THE DETECTION PROGRAM RUNS TO REVEAL"
3710 PRINT"THAT THE HAVOC HAS BEEN CAUSED BY"
3720 PRINT"A DISGRUNTLED VALLEY READER"
3730 PRINT"WHO HASN'T YET WON A COMPETITION!"
3740 GOTO 3770
3750 :
3760 REM***WRAP-UP ROUTINE***
3770 PRINT CHR$(13)
3780 PRINT"YOU HAVE REACHED THE END OF THIS"
3790 PRINT"ATTEMPT TO FIND THE PHANTOM."
3800 PRINT"WOULD YOU LIKE ANOTHER TRY?"
3810 INPUT I$
3820 IF I$ = "Y" THEN RUN
3830 END
```

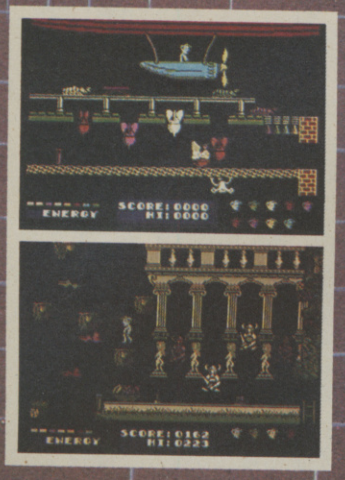
• SHORTS •

Book for Simon: For those of you who've done battle with Simon's Basic but haven't fathomed its full potential yet, there's a new book out to help you. Called *Commodore's Handbook of Simon's Basic* it's a 250-page reference book that should tell you all you ever wanted (and didn't want) to know. Being an American import, it's a wee bit expensive at £11.80. More details from Prentice-Hall on 0442 58531.

• SHORTS •

Microscribe: Just when you thought lightpens for the 64 were dead and buried, up pops another one. This one's called the *Amicron Microscribe*, distributed by Mirrorsoft. It comes complete with drawing software, on-screen calculator and programming routine. The bad news first: it costs £29.95. Good news is that the pen is very accurate and stable. And the not-so-good news: the drawing software is nothing to shout about. There you go, a mini-review in the 'Shorts' section.

WATCH OUT! IT'S



DYNAMITE DAN

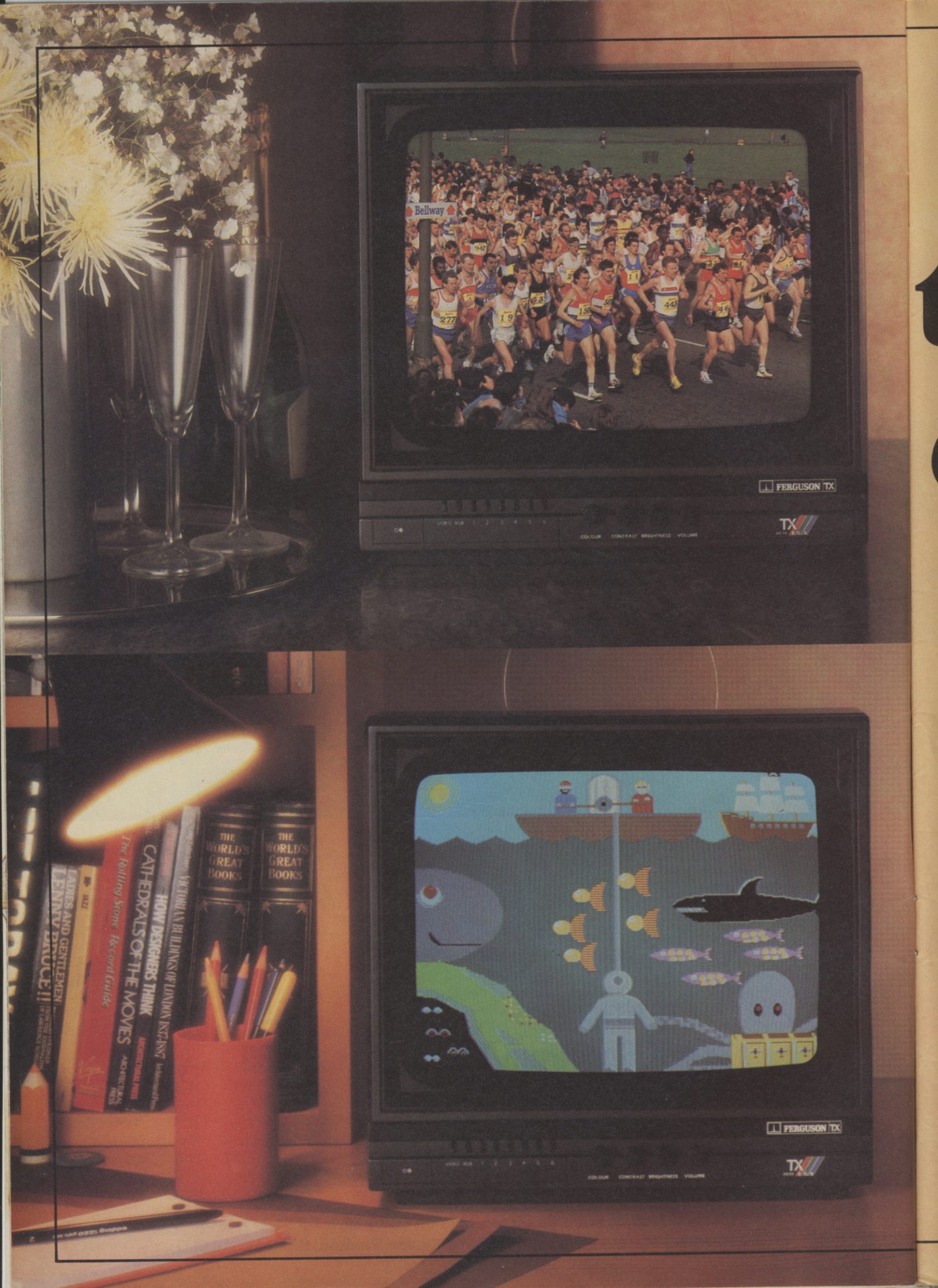
94% Crash Smash

Amstrad/C64	£7.95
48K Spectrum/Spectrum+	£6.95

Popular Computing Weekly Pick of the Week

MIRRORSOFT

Maxwell House, Worship Street, London EC2A 2EN. Tel 01-377 4644
Trade orders to: Mirrorsoft Purnell Book Centre, Paulton, Bristol BS18 5LQ.


Bellway
FERGUSON TX
TX
THE WORLD'S GREAT BOOKS
THE WORLD'S GREAT BOOKS
The Rolling Stone Record Guide
CATHEDRALS OF THE MOVIES
HOW DESIGNERS THINK
LADIES AND GENTLEMEN LENNY BRUCE!!
FERGUSON TX
TX

A Ferguson that gives you double vision.

Hang on, are you seeing things?

In the top picture it looks like a portable TV. In the bottom picture it looks like a computer monitor.

The truth is that the Ferguson MC05 is designed to be the best of both.

It has RGB and Composite Video sockets, providing the shortest possible route for the signal to the screen, by-passing the circuits of a conventional television.

Whichever way you look at it, the picture quality is outstanding. And you can switch automatically between computer screen and normal TV screen, without having to change connections.

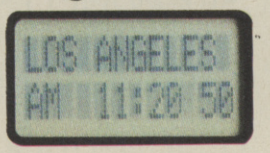
So why buy two sets, when you can get one that doubles up?

FERGUSON

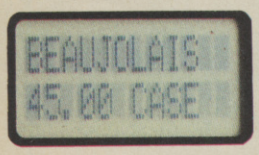
No-one is more switched on.

The greatest breakthrough in wrist technology since Seiko introduced quartz.

Have you ever forgotten an appointment, the price of a product, or even your own anniversary? Not any more. The new Seiko RC-1000 Wrist Terminal will change all that, permanently.

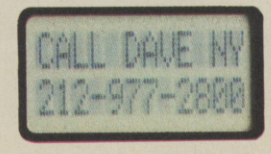


Only Seiko's advanced micro electronics technology could have produced the RC-1000. It is in fact, a computer terminal:



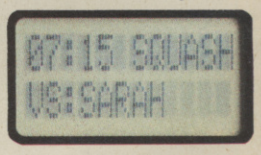
miniaturised then fitted into a small stylish module to be worn on your wrist like a watch, ready to recall important data from your personal computer* any time, anywhere.

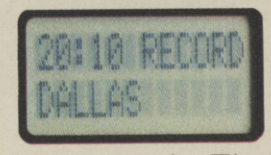
The RC-1000 has a 24 character screen and an extensive memory that holds up to 80 screen 'pages' of information that can be sub-divided into 12 separate data files. A detachable lead allows it



to interface to the RS232 port of your computer and a sophisticated menu-driven database allows you swift access to your files.

Now imagine what the RC-1000 could do for you. As an 'electronic notebook', you can keep addresses, prices, statistics, in fact any type of file, ready to recall at the touch of a button. The memory also keeps track of world time zones – vital for international business; you can display schedule reminders that can be used with the alarm function up to a year in advance (good for birthdays); or set to repeat at the same time every week. The list of uses is as endless as your busy timetable. The computer has revolutionised working lives. Now let the RC-1000 revolutionise your life.





SEIKO

RC1000 WRIST TERMINAL

The Seiko RC-1000. £99.95. At all good computer specialists, now.

*IBM PC • Apple II E • Epson PX8 • BBC Model B • Commodore 64 • Sinclair Spectrum

A Flash Of Genius!

THE NEW 64 MULTIMODEM

GIVES YOU DATABASES, BULLETIN BOARDS, ELECTRONIC MAIL, PRESTEL — ALL ON YOUR COMMODORE 64 OR 128

At last! The perfect modem for your Commodore* 64 or 128, giving you access to Prestel*, Micronet*, viewdata and a host of other services — plus user-user communications.

It couldn't be simpler. The 64 Multimodem has autodial and autoanswer, with all comms software on-board in ROM. 64 Multimodem fits your Commodore's cartridge port, and has just one external connection — the telephone lead.

The 64 Multimodem is menu driven and multispeed, with CCITT V21/23 and Bell 103 standards, handling baud rates of 300/300, 1200/75 and 75/1200. Functions include save and print frame and automailbox with edit and save.

Buy your 64 Multimodem now and we'll give you free introductory subscriptions to Micronet and Microlink*: an unbeatable package at an unbeatable price — it's pure genius!

£98·50 (exc)

PROHIBITED from direct or indirect connection to public telecommunication systems. Action may be taken against anyone so connecting this apparatus.

Approval applied for

*reg'd trade marks of the companies concerned.

send to:
Commodore Support, Miracle Technology (UK) Ltd.,
St Peters Street, Ipswich IP1 1XB.

please flash me
64 Multimodem/s
@ £116.15 (inc VAT & UK delivery)

I enclose cheque/postal order/
please debit my Access/Visa

card no:.....

Name.....

Address.....

.....

Postcode.....

VISA

From the Communications Powerhouse

MIRACLE TECHNOLOGY

MIRACLE TECHNOLOGY (UK) LTD ST PETERS STREET IPSWICH IP1 1XB ENGLAND
(0473) 216141 6 LINES TELECOM GOLD 79: KEY 001 (Dealerlink 72: DTB 10135)
946240 CWEASY G 19002985 PRESTEL MAILBOX 919992265

VIZAWRITE
PERSONAL WORD PROCESSOR

Classic 128

VizaWrite **Classic 128** is successor to the best-selling **VizaWrite 64**, which **THE TIMES** featured again and again in no less than three articles on word-processing! VizaWrite **Classic 128** is a high-performance, **easy-to-use** word-processor especially designed to exploit the enhanced features of the Commodore 128 computer... the speed, the memory capacity, the 80-column display, the extended keyboard... to give you the full capability of a **dedicated** word-processor station, **without** the expense!

Professional word-processor users expect their document to be **formatted as they type it,** into pages... VizaWrite **Classic** does this, **instantly!** There's no need for 'output to video' before printing... your document is always displayed **exactly as it will be printed.** Tabs, indints, centering and text columns are always in view... clearly presented, easily altered!

EDITING & PROOFING...

- Massive **55K text area,** with text file linking for **unlimited** output
- **Integrated** spell-checker/proofreader with 30,000 word **disk dictionary**
- **Full function calculator,** with add, subtract, divide and multiply... directly, or using figures in your text, plus full **row-and-column** arithmetic
- **Copy, move** and **delete** by character, word, sentence, paragraph or page
- **'Pull-down' menus** for easy control
- Full screen and document **scrolling,** up to **240 character** page width
- **Find/replace** any character sequence
- **Merge** from most other word processor files directly into a document, and from ASCII **spreadsheet** files
- **Glossary area,** for quick insertion of frequently used phrases to your text

VIZAWRITE Classic 128

'A creative writer's dream...'
VizaWrite review in **THE TIMES**

VIZAWRITE Classic 128

'Almost perfection...' VizaWrite review in **YOUR COMMODORE**

FORMATTING...

- Page-based **pre-formatting** ('What-You-See-Is-What-You-Get')... with **word wrap** and instant text formatting. Altering your layout is **easy** and **immediate!**
- Supports **80-columns** in both colour and monochrome, with full colour control.
- Runs in **128 FAST** mode
- Compatible with **VizaWrite 64**
- True **'Newspaper Style'** columns, with variable width control and full editing and printing features
- **Format lines** are used to set margins, tabs, indentations and column drops
- Easy-to-remember **format symbols** for tabs, indents and column processing
- **Automatic** paragraph indentation, numeric tabbing, right alignment, centering and justification

PRINTING...

- **Multi-line** headers and footers with **automatic** page numbering
- Multiple and collated **print copies**
- Simple and selective **mail-merge,** print labels up to 4 across
- Mail merge can use information from **VizaStar** database files
- Supports **Commodore** printers, **and most parallel or RS232** connected printers including JUKI, STAR, BROTHER, SPINWRITER etc.
- Full **proportional space** printing with JUKI, BROTHER and other DIABLO-compatible daisy wheel printers, and HP-compatible laser printers
- Built-in **proportional space NLQ character fonts** for CBM and EPSON dot-matrix printers and compatibles

VIZAWRITE Classic 128

'I liked VizaWrite Immensely...'
review in **COMMODORE USER**

VizaWrite **Classic** has **every** essential professional word-processor feature... bringing document preparation and printing to new levels of perfection. Enormous **55K** text area, **pull-down menus** for ease-of-use, true **'newspaper style'** columns, **'near letter quality'** dot-matrix printer fonts, true **proportional space** printing, phrase glossary, full function **calculator** with row-and-column arithmetic, fully integrated **spelling checker...** VizaWrite **Classic,** for fast and reliable document content, excellently presented... an easy-to-use wordprocessor with **Classic** features!

- **VIZAWRITE 'CLASSIC' 128 (INTRODUCTORY OFFER)** ~~£99.95~~ **£85.00!**
- **VIZAWRITE 64 'PROFESSIONAL' (INCLUDES VIZASPELL)** ~~£99.95~~ **£85.00!**
- **VIZAWRITE 64 (DISK)** ~~£79.95~~ **£67.95!** **(CARTRIDGE)** ~~£89.95~~ **£78.95!**
- **VIZASTAR 64 (DATABASE/SPREADSHEET) XL4: £74.95!** **XL8: £115.95!**

Simon's Basic	~~£50.00~~	£35.00
JetPack (disk)	~~39.95~~	29.95
Master 64 (disk)	~~69.00~~	39.00
SuperType (disk)	~~25.95~~	21.95
SuperType (tape)	~~19.95~~	16.95
SuperBase Starter	~~39.95~~	29.95
SuperBase 64	~~79.95~~	69.95

SuperBase 128	~~£99.95~~	£85.00
SuperScript 64	~~69.95~~	58.95
SuperScript 128	~~79.95~~	69.95
EasyScript to SuperScript upgrade- send disk and manual cover		44.95
SuperScript to SuperScript 128		57.95
SuperBase to SuperBase 128		67.95

WANT IT TOMORROW??? CALL US TODAY!!! ON 01-546-7256

Prices include VAT and POSTAGE and are correct on going to press. Order by post or phone, using cheque, Access, Barclaycard or postal order. Despatch is by same day 1st CLASS post. Product data available on request, or phone for advice if in doubt. [REF A36]

Access VISA

Calco Software

LAKESIDE HOUSE, KINGSTON HILL, SURREY, KT2 7QT. TEL 01-546-7256

COMMODORE 64 DYNAMITE SOFTWARE 128 COMPATIBLE

C POWER Fully implemented C Compiler for the 64, as defined by Kernighan & Ritchie. 541 page manual. Shell Program Manager, Screen Editor, Linker, Function Libraries and Text Formatter. Produces Efficient and compact m/c. **£119.95 (d).**

OXFORD PASCAL Full ANSI Pascal Compiler, with many extra commands, eg. LINK, INCLUDE, CHAIN, plus many graphic commands. Comes with 2 compilers-disk & resident. **£51.75 (d)**

ZOOM PASCAL Powerful subset of the Pascal language, producing fast m/c. Full screen EDITOR. **£24.95 (d)**

BASIC 64 Professional BASIC Compiler. Compiles all C64 BASIC commands. Produces fast m/c. Many user options. Compiled programs run upto 50 times faster than BASIC. **£35.95 (d)**

ASSEMBLER 64 Professional Development System. Program as easy as BASIC. LABELS, VARIABLES, PSEUDO OPS (.ascii .base .bit .byte .end .out .word), CONTROL COMMANDS (assemble, disassemble, save, load, display, stop, erase). PRINTING. Assembler and BASIC programs can be mixed. **£11.99 (d) £7.99 (t)**

MIKRO ASSEMBLER The best Assembler available. Comes on plug in cartridge. COMMANDS — assemble, auto, delete, disassemble, find, format, number, table, tim. PSEUDO OPS — byts, end, lnk, off, out, txt, wor, *. Also powerful MONITOR. Print to CBM and Centronics printers. **£50.00 (c)**

DATABASE 64 Menu driven database system, allowing upto 30900 records, 255 character records. SETUP unlimited number of databases, ADD, INSERT, DELETE, AMEND, VIEW records. SEARCH for records on any field with pattern matching. Searches thousands of records in under 1 second. SCROLL through records, PRINT records and reports. SAVE and LOAD to disk or tape. Supports disk and tape users. On line help screens. Full manual. **£11.99 (d) £7.99 (t)**

FREE Assembler 64 or game, disk or tape with orders over £15. Orders over £50 may also have 1 of 20 books.

DYNAMITE SOFTWARE
27 Old Gloucester Street,
London WC1N 3XX, England.

INSTANT RECALL Powerful database system for C64. Unlimited number of databases, each upto 31,000 records. Records upto 255 chars. Search on any field, or across fields with pattern matching, or by record number. Matches upper and lower case. Searches 5,000 records in half a second. Design reports or labels. PRINTS on any CBM or Centronics printer. SCROLL backwards & forwards. DISK DIRECTORY. SAVE and LOAD databases to DISK and TAPE. Supports disk and tape users. On line Help Screens. Dozens of other features. **£19.95 (d) £17.95 (t)**

WORD PERFECT Professional word processor system. Easy to use. Many advanced features — Insert/Delete lines, Move/Copy/Erase text, Margins, Tabs, Centre text, Find, Reformat, Scrolling, Proportional spacing plus dozens of other features. **£21.95 (d) £19.95 (t)**

BUSICALC Advanced electronic Worksheet (Spreadsheet), upto 1200 cells, move around sheet, Jump, Save, Load, Replicate, Insert, Delete, Print, Walk, Format, Quit, Colour, Formulae evaluation, rounding and much more. **£21.95 (d) £19.95 (t)**

SUPERBASE 64 Fully featured database information system. Upto 1000 chars per record on upto 4 screens, and upto 128 items per record. Fields definable as key, text, numeric, constant, result or date, in files of upto 16 million characters. Superbase also has Spreadsheet and calculator capability, calendar functions, sorting/searching, menu and command driven, fully programmable, definable reports. Much more. **£79.95 (d)**

MICRO MAGPIE Advanced database management system. Create database tailored to your exact needs. Manipulate data between different files, perform calculations, print reports and graphs, fully programmable, pop-up menus, search on any field, works with 1 or 2 disk drives, CBM and Centronics printing. Much more. **£39.95 (d)**

BRIDGE CARTRIDGE £19.95
FORTH CARTRIDGE £29.95
OTHELLO BOARD GAME £7.95 (d) £5.95 (t)
MONITOR CARTRIDGE £28.95
BLITZ BASIC COMPILER £50 (d)
PASCAL 64 COMPILER £39.95 (d)
SUPER DISK UTILITY £12.50 (d)
GRANDMASTER CHESS £17.95 (d) £17.95 (t)
SCRABBLE BOARD GAME £15.95 (d) £12.95 (t)
ANATOMY OF THE C64 BOOK £12.95
STAGSOFT RESET BUTTON £5.95

All orders normally despatched within 7 working days. Overseas orders add £3.

GRAPHICS DESIGNER 64 Menu driven Graphics Editor. Create high res. pictures, with keyboard, light pen or joy stick. Draw lines, boxes, circles, ovals, triangles, fill with colour, add captions. Create slide shows. Applications include design, engineering, graphic art and games. Many other features. **£19.95 (d)**

1541 FLASH Speeds up 1541 disk drive by over 3 times. Compatible with all commercial software. Leaves cartridge and user port free. Several other features. Easy to fit. **£89.95 (kit).**

ANATOMY OF THE 1541 DISK DRIVE 300 + page technical guide to the 1541 ROM disassembly with comments, disk commands, data storage, DOS operation, relative records, direct access, disk structure, programs and much more. **£12.95**

FRENCH 64/GERMAN 64 Two excellent educational language packages. Both teach with user involvement — each contains 9 lessons, teaching and testing verbs, grammar, spelling & sentences. Topics include numbers, time, colours, weather, shopping, clothes, animals and many many more. **£12.95 (d) £8.95 (t). Both packages £16.95 (d) £12.95 (t)**

BEGINNING RUSSIAN ON THE 64 The only Russian educational package for the 64. Contains the full Russian alphabet. The package is divided into 3 sections — introduction to the Russian alphabet, vocabulary, exam and a look at Moscow (excellent graphics). **£13 (d) £9 (t)**

CHECKBOOK MANAGER Computerise you check book. Information stored on a disk file, including cheque number, date, payee, amount, bank balance, and a returned indicator. Transactions may be listed to screen or printer. Other features. **£12.50 (d)**

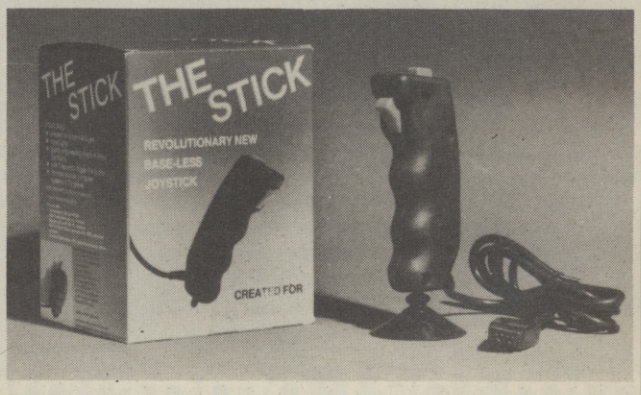
STAT 64 CARTRIDGE STAT 64 adds 19 statistical commands to your BASIC. Bar charts (histograms) horizontally or vertically, plotting with 64,000 points, screen dump, mean value, standard deviation, variance etc. **£28.95**

CHARTPAK 64 Professional package which produces charts in high res. mode. You can Enter, Edit, Save and Recall data easily. Chartpak interactively builds charts — pie, bar and line. You control scaling, labelling, and position of chart. Charts created in 8 modes. Send final results to CBM 1515, 1525 or Epson MX-80 or FX-80 printers. **£24.95 (d)**

All programs come with a comprehensive manual. Send 22p stamp for catalogue (overseas £1).

Lightwave

LEISURE LIMITED



Beat all your high scores with THE STICK's extra fast response.

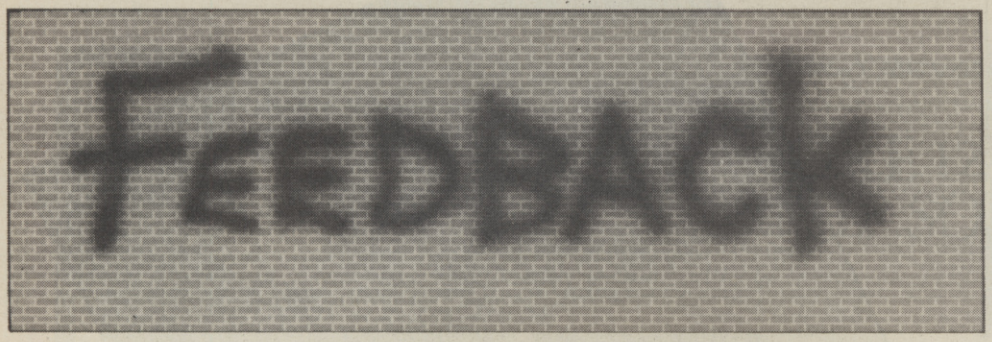
THE STICK, standard 9 pin D type connector (Item 16.010) £12.99

Other COMMODORE 64/128 ACCESSORIES:

EXPERIMENTAL TEST BOARD (Item 15.001) — exposes all data, address lines and pilot wires from Cartridge Port) £4.99
8K ROM BOARD (Item 15.002) £12.95
128K ROM BOARD (Item 15.003) £34.95
EPROM BURNER (Eprom types 2732, 2764, 27128, 27256) (Item 15.004) £54.95
DISC NOTCHER £4.95
16K ROM BOARD AND S/W ON DISC £28.95
HIGH QUALITY ANTI STATIC DUST COVERS, VIC 20/C64 (Item 3.000) £4.95
1541 Disc Drive (Item 3.002) £4.95

Ask your local dealer or direct from: **LIGHTWAVE**
Please add £1 to value of your order for delivery via registered post. Cheque/PO payable to:

LIGHTWAVE LEISURE LTD.
PO Box 23, WALLASEY, MERSEYSIDE L44 1EW
Telephone: 051 639 5050



Lost in space

Dear Commodore User,
I have a Commodore 64 and have for the past year, been hunting for a copy of one of the first arcade games, "Space Invaders". I'm sure you will know the game I refer to, green aliens and 'thump, thump' sound effects, however, I have been unsuccessful so far. I was wondering if you could supply me with an address where I could obtain a copy, or perhaps another reader has a copy which they are prepared to sell or swap.

Thanking you for a favourable reply.

P.S.—Just finished reading *The Talisman* by Steven King and Peter Straub. Excellent material for a new adventure.

C.J. Hart,
7 Rossland Crescent,
Bishopton,
Renfrewshire PA7 5JH.

You've got us stumped. There were plenty of Space Invaders clones for the 64, but we can't think of one with that particular name. Can anybody out there help?

In praise of peripherals

Dear Commodore User,
Did you read the letters page in the November isue of Zzap 64? (*who on earth could be bothered to do that? — Ed.*) One of their readers complained about the boring reviews of peripherals he finds in *Commodore User*. I felt I had to write and say there is more to the Commodore 64 than using it just to play games. This sort of blinkered attitude really annoys me.

I can't afford most of the new products you review in the magazine but I do enjoy reading about them just to keep up with what's happening and what advances are being made both in hardware and software technology.

Playing games is great fun but I try to do other things with my 64 too. I've just bought the Commodore modem and am now getting hooked on Compunet. I'd like to do many more things with my 64, if I had enough money. Keep up the good work.

J. Wilson,
Welwyn Garden City.

Cuthbert clones

Dear Commodore User,
I recently purchased a copy of *Cuthbert in the Cooler* from Microdeal, hoping that it would be as good as the other two Cuthbert games for the C16. At first I found it quite good, but it is pretty much the same as *Cuthbert Enters the Tombs of Doom*. The walls are exactly the same only darker, and the screens repeat. For instance, screen 1, 11, 21, 31, 41, 51 etc. are all the same as are the two's, threes, fours and so on.

This didn't bother me though, but when I played it on the dragon, it was a totally different game. Instead of running around planting time bombs and getting keys, you had to run around a war camp in WWII getting keys, papers and then dodging land mines to escape to a ferry to freedom. The Dragon version had 97% in the Cuthbert Chronicle, and I doubt the C16 could get 20%.

So a message to C16 owners — don't be mislead by titles, always (if possible) try the games before buying them, then you can be sure to get good software.

H. Jenkins,
Caerleon,
Gwent.

Review with a moral

Dear Commodore User,
In September's edition I read with interest your review of the *Quickdisk+* Cartridge. I also noted in another magazine an advert was surely great enough to warrant an interest by the Advertising Standards Authority.

The ad on the Quickdisk+ stated the following:- "Fast LOAD and SAVE (four to five times normal speed)". Your reviewer wrote, "At best the Quickdisk+ matches the claimed fourfold increase". Four to Five?, not quite.

The "AND SAVE" was underlined, to emphasise a speed up in SAVEing time. But again your reviewer wrote, "At best the Quickdisk+ offered no reduction in time taken to SAVE a file to disk".

The ad said, "Fast Format takes just ten seconds". Your reviewer wrote, "The TEN sec disk formatter takes TWENTY seconds".

The ad said that Quickdisk+ woulds not copy Heavily Protected software. Your reviewer noted that it would not copy ANY protected software.

Blatant lies or just stretching the truth a little? Come on Evesham Micro Centre, surely you can do better than that.

The moral of this story must be to read the reviews before you buy.

R.J. Bruinsma,
Peterhead.

We'll go along with that.

C-16 software

Dear Commodore User,
I am the proud owner of a Commodore 16, and I was furious to say the least after reading your September feedback page to find even your excellent magazine knocking the C16's range of software.

In my town I can walk into almost any computer shop and pick up almost any game from *Steve Davies' Snooker* to *Daley Thompson's Star Events*.

I think you're wrong in saying there aren't many games being released, it's just a matter of going out and looking for them.

Nicholas Jones,
77 Priory Oak,
Brackla,
Bridgend,
Mid. Glamorgan,
S. Wales CF31 2HZ.

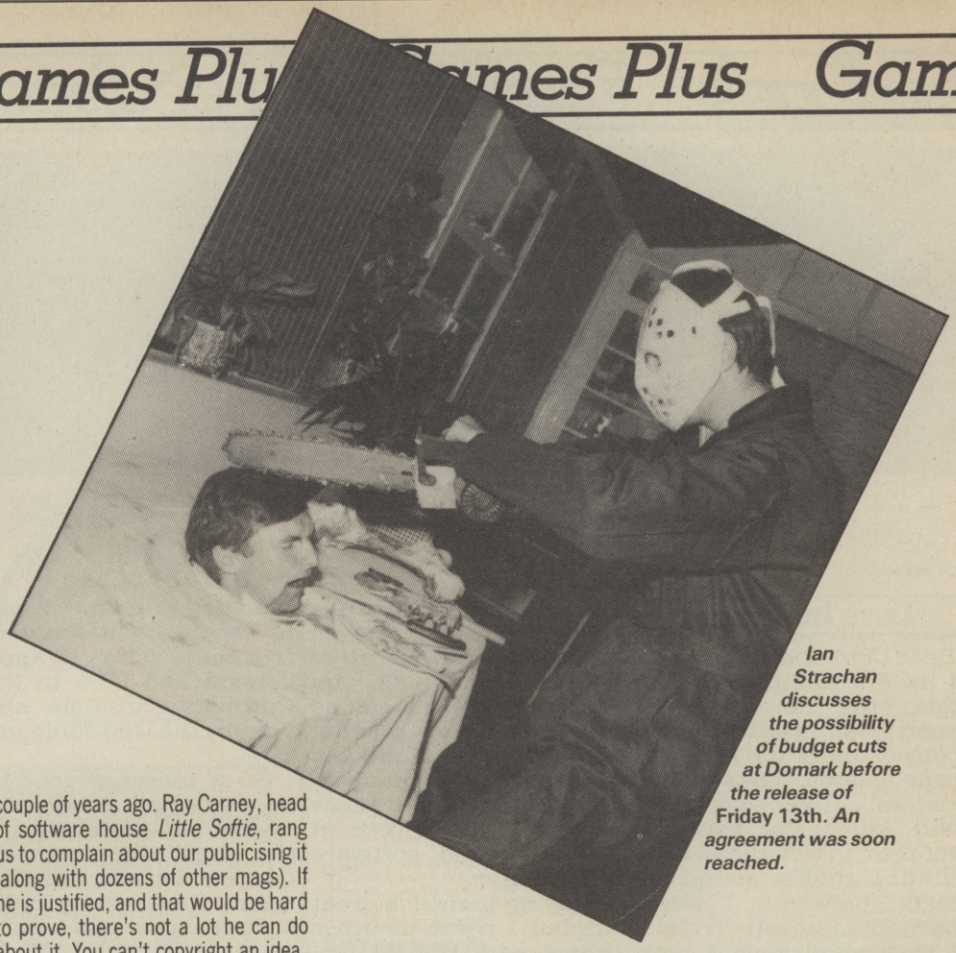
I think you'll find that we weren't slagging the C16 but merely saying it's software is limited compared to the 64. An indisputable fact.

Chart for C16

Dear Commodore User,
I agree with Michael Medlicott from Stirchley that you should have a C16 Software Chart because the C16 has got about 100 games; isn't that enough? Also why don't *Firebird* make some games for the C16? Lastly why don't they make games for expanded C16?

James Taylor,
Chatham,
Kent.

HOT SHOTS!



Ian Strachan discusses the possibility of budget cuts at Domark before the release of **Friday 13th**. *An agreement was soon reached.*

Ah, Christmas. Drink, pressies, colds, goodwill to all men. Well you can forget the last bit! The worms don't stop coming out of the woodwork for the Feast of Stephen. There will be no Christmas truce!

But first, I will apologise. Yes, I'm not too big for that yet. I failed to give **Chris Harvey**, Elite's 64 graphics programmer, the credit he was due for his work on *Frank Bruno*. Sorry about that, Chris.

Now for a legal update on **Elite vs Alligata** — hang on a sec whilst I put on my wig. Contrary to rumours in other publications, *Who Dares Wins* is available, or should I say *Who Dares Wins II* or is it *III*? After numerous program changes the game has gone out. To quote Alligata's Mike Mahoney, "There are no further possibilities of interruptions from Elite." Elite's case for infringement of rights still stands and will come to court eventually. According to Mahoney, Alligata meanwhile are claiming damages to the tune of £80,000. Neither, though, has passed secrets on to the Russians . . .

This follows nicely on to an ironic tale of mayhem. What did I say back in October about the game of the film? Well, now we've finally gone full circle, as I predicted, and have the film of the game. *Commando* is a Rambo clone just released in the US featuring Arnold Schwarzeneger as the efficient slab of killing machinery. **Commando** is, of course, the title of Elite's latest game (reviewed next month) which is making all the problems for Alligata. Steve Wilcox must be doing back flips of delight . . .

Beyond has been sold. 'We knew that!' you cry. But did you know that buyers British Telecom (i.e. **Firebird**) coughed up £600,000 for it? Thought not. Bet you're sorry you bought shares now aren't you? I suppose you didn't have a clue that there was a staff attempt to put up the money for the sale which was beaten off. Thought not . . .

You may or may not have heard that Melbourne House's **Terrormolinos** is causing a fuss because of its similarity to a text only mail order adventure called **Benidorm** which appeared a couple of years ago. Ray Carney, head of software house *Little Softie*, rang us to complain about our publicising it (along with dozens of other mags). If he is justified, and that would be hard to prove, there's not a lot he can do about it. You can't copyright an idea.

System 3 have also been on to me since I wrote about their escapades at the PCW show. A spokesperson rang me to whinge that the programmer's fee was incorrect. He tried to fob me off with lots of nice image gossip about Mark Kale being mobbed by schoolkids and wishing to present a respectable image to the industry. Their game *Twister Mother of Charlotte* was in fact *Mother of Harlot* but this was thought too strong, hence the change. Yawn, I think I'll stick to rumours. Apparently, according to spokesperson **Lesley Bundon**, System 3 are rating their own software like films. I hope they don't all end up with a **PG** tag because, as everybody knows, this means Pathetic Game . . .

Whilst at the photo shoot before his appearance in Splash at Thames TV, **Geoff Capes** walked straight up to me and pinched me very hard on the nipple. "Just remember", he informed me, "That's one of the most painful things you can do to anybody." Thanks for the lesson Geoff.

Don't expect another philanthropic **Soft Aid-style** compilation on the shelves in the near future as has been reported in other publications. Amstrad and BBC versions *may* become available, but nothing else is planned.

This boxing craze in the software business is going a bit too far. Probe man **Fergus McGovern** recently sustained a fractured rib in the ring.

Well, have a merry Christmas and don't forget to send me a pressie. ©

Here's a picture from the front. It comes from the Combat Zone, in fact, and captures the victorious Reds in action. A team of hand-picked EMAP employees overcame the imperialist might of CRL who were auditioning for a part in their* Bladerunner *game. During an ignominious day, CRL's Ian Ellery managed to shoot himself in the hand and fail to conquer the heart of the fair maiden in the picture beneath me, sorry, I mean in front of me.

THE COMMODORE 128.
HARD FACTS ABOUT THE SOFTWARE.

MULTI SOFT

PAZAZZ

Have you ever wished you could create a whole theatrical performance of your own? Do you have your own ideas about scenery, costumes, music, choreography ...? Now you have the opportunity to try out your ideas, to experiment with different effects, and to develop a performance that the professionals would be proud of.

Using PAZAZZ you can:

* design scenery
* design costumes
* write music, and
* choreograph the action.

Four complete performances are included in the package to get you started; after that it's down to you and your imagination. So come on all you budding National Theatre Directors, it's never too soon (or too late) to start.

PAZAZZ

commodore

commodore

PERSONAL MONEY MANAGEMENT

Personal Money Management helps you make the money go round. It is a straightforward, simple-to-use budgeting program for personal finances with which you can control your domestic cash flow and make the most of your income. With Personal Money Management you need never again be caught by the unexpected bill and no money to pay it.

The program is extremely easy to use. You enter your income and expenses, and Personal Money Management calculates your total annual expenses together with the amount you need to set aside each month to meet those expenses. In this way no bill can arrive that you do not have the money to pay, and the money you have set aside is working for you earning interest in a bank or building society account.

Personal Money Management makes planning and budgeting easy, no household should be without it.

commodore

commodore

COMMODORE 128 PERSONAL COMPUTER

APPLICATIONS

Script 128

Script 128 is the intelligent, fully professional word processor for your Commodore 128. It offers you all the usual advantages of word processing – cut and paste editing, mail merge, tabs, search and replace, print preview, plus other advanced features such as an arithmetic function for totalling rows and columns, a second text area, wordwrap, 80 or 40 column display, and customized printer output with programmable options.

Some of Script 128's powerful features:

* Menu driven operation throughout – with shortcut command options for time saving.
* Print-preview providing instant feedback on layout changes.
* Two text areas in 128k machines, allowing two separate documents to be held in memory simultaneously.
* Support for all main printer types, and customising to suit individual user's printing requirements.

commodore

With hundreds of software packages available never has a more useable machine been launched.

Three modes mean you can use software for the Commodore 64, software for the CP/M system and new software specially written.

Here are just three new examples of what is available.

Visit your local dealer for your 128 software or call the Commodore Information Centre on Corby (0536) 205252 for more information.

commodore

SET TO STUN, READY TO RUN.

SUPER SILVER RANGE

FIREBIRD

£3.95 EACH

NEW SUPER SILVER FOR COMMODORE

305	**CHIMERA**	316	**CHICKIN CHASE**
309	**WILLOW PATTERN**	318	**MICROCOSM**
312	**THUNDERBIRDS**		

MAIL ORDER
Please state name of game, code number and quantity required. Enclose crossed cheque/PO made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

MAIL ORDER: *FREEPOST FIREBIRD,
WELLINGTON HOUSE,
UPPER ST. MARTIN'S LANE,
LONDON WC2H 9BR.

*No stamps required.

FIREBIRD SOFTWARE, WELLINGTON HOUSE, UPPER ST. MARTIN'S LANE, LONDON WC2H 9DL. TEL: 01-379 6755/5626

Firebird and the Firebird logo are trademarks of British Telecommunications plc.

TROJAN CAD-MASTER

THE ULTIMATE IN GRAPHICS TOOLS

SUPERB GRAPHICS SOFTWARE
PLUS
A TOP QUALITY LIGHT PEN

Discover the exciting world of creating your own graphics on screen.

- **FREEHAND DRAW** - 5 pen thicknesses inc. Quills
- **PAINT BRUSH** - for the artistic touch
- **FILL ANY SHAPE** - use 16 colours and 11 patterns.
- **GEOMETRIC SHAPES** - circles, boxes, triangles, lines & banding.
- **DYNAMIC RUBBER BANDING** on all geometric options.
- **PIN-POINT FUNCTION** - for pixel accuracy on all functions.

Plus many more too numerous to mention in this ad. All these features in the Program + a top quality Light Pen and an Instruction booklet in one reasonably priced package. Easy to use for creating colourfull pictures or technical drawings. Ideal for use by all ages of micro users. Full back-up service from manufacturers. Available at good dealers or direct from Trojan Products.

ONLY £19.95 per pack.

TROJAN

Micro Computer Software & Accessories

Send cheque/P.O. to
TROJAN PRODUCTS (Dept. 5)
166, Derlwyn, Dunvant, Swansea SA2 7PF
Tel: (0792) 205491.

TRADE ENQUIRIES WELCOMED

NEW

CALORIE COUNTER

including Carbohydrate Counter

Tape for COMMODORE 64 Only **£6.95 (inc. p&p)**

* Probably, the FASTEST and EASIEST way ever of counting Calories and Carbohydrates.
* Count the Calories in 20 foods in less than 4 minutes (after Turbo program load).
* Now with internal list of 1,000 foods to select from, or enter your own foods.
* 2 modes - program accepts ounces or grams.
* Print facility (CBM & other printers).

Send cheque or P.O. to:

Sable Software Ltd.,
38 Goldsmith Road, London N11 3JP

SHEKHANA COMPUTER SERVICES

	RRP	Our Price
Lord of the Rings	15.95	11.95
Lord of the Rings — Disk	19.95	14.95
Big Daddy Rock + Wrestle	9.95	7.50
Elite	14.95	11.25
Wizadry	9.95	7.50
Summer Games II — Cass	9.95	7.50
Beach Head II	9.95	7.50
Dr. Who	14.95	13.50
Dr. Who — Disk	17.95	15.50
Blackwytch (Ultimate)	9.95	7.50
Diary of Adrian Mole	9.95	7.50
Summer Games I	9.95	7.50
Superman	9.95	7.50
F. Brunos Boxing	7.95	5.90
F. Brunos Boxing — Disk	12.95	9.95
Frankies Goes To Hollywood	9.95	7.50
Shadowfire II — Enigma Force	9.95	7.50
Donald Ducks Playground	9.95	7.50
Bounces (Crises 3000)	9.95	7.50
Super Zaxxon	9.95	7.50
Red Arrows	9.95	7.50
Blue Max 2001	9.95	7.50
Inter. Soccer	14.95	11.25
Ulysses Golden Fleece (D)	14.95	11.95
Worm in Paradise	9.95	7.50
Commando (Elite)	9.95	7.95
Sabrewulf	9.95	7.50
Lucifers Realm — Disk	14.95	11.95
Azimuth Head Alignment	8.95	7.50
Micky Mouse — Disk	14.95	11.95
Underwurlde	9.95	7.50
Shadowfire Tuner		3.99
Kennedy Approach — Cass	14.95	11.25
Kennedy Approach — Disk	17.95	14.95
Winnie the Pooh — Disk	12.95	10.99
Fighting Warrior	9.95	7.50
Winter Games	9.95	7.50
Winter Games — Disk	14.95	11.25
Spy vs Spy II	9.95	7.50
Sky Fox — Cass	9.95	7.50
Sky Fox — Disk	12.95	10.99
Fighter Pilot	9.95	7.50
Pitstop II	9.95	7.50
Winnie the Pooh — Disk	12.95	10.99
Inter. Karate	6.50	4.99

	RRP	Our Price
Elite — Disk	17.95	14.95
Critical Mass	8.95	6.75
Exploding Fist — Disk	14.95	11.95
Hobbitt	14.95	11.25
Nexus	9.95	7.50
Pacman	9.95	7.95
Combat Lynx	8.95	6.75
Paradroid	7.95	5.95
Desert Fox	9.95	7.50
Shadowfire	9.95	7.50
The Young Ones	7.95	5.95
They Sold A Million	9.95	7.50
Racing Destruction — Disk	14.95	11.25
Aracade Hall of Fame	9.95	7.50
Eureka	14.95	4.99
Impossible Mission	9.95	7.50
Way of Exploding Fist	9.95	7.50
Mercenary	9.95	7.50
Mercenary — Disk	12.95	9.95
Quake Minus 1	9.95	7.50
F15 Strike Eagle	14.95	11.25
Mini Office	5.95	4.99
Little People Discovery Kit	14.95	11.95
Colossus Chess 4.0	9.95	7.95
Scooby Doo	7.95	5.95
Masquerade — Disk	14.95	11.95
Any Mastertronic Title	1.99	1.99
Harvey Smith's Showjumping	7.95	5.95
Battle of Britain	9.95	7.50
Wizards Lair	8.95	6.75
Zoids	8.95	6.75
Geoff Capes Strong Man	8.95	6.75
Trivia	7.95	5.95
* Yie Ar Kung Fu	8.95	6.70
* Rambo	8.95	6.70
Starion	9.95	7.50
Monty on the Run	9.95	7.50
Fightnight	9.95	7.50
Fightnight — Disk	14.95	11.25
The Goonies	9.95	7.50
The Goonies — Disk	14.95	11.25
Zorro	9.95	7.50
Barry McGuians Boxing	9.95	7.50
Steve Davies Snooker	9.95	7.50
Quick Shot II Joystick		8.95

All prices include p&p in U.K. Euroope add £1 per tape. Elsewhere at cost. Cheques/P.O. payable to **S.C.S. (CU) P.O. Box 394, London N15 6JL. Tel. 01-800 3156.** SAE for full list.
* Ring for availability.

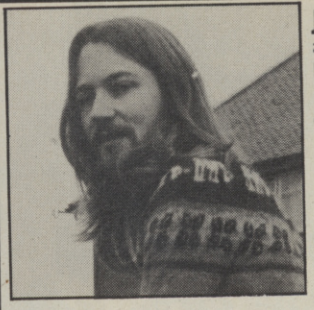
If you would like to pick up your discount software from our shop, please bring along your copy of this advert to our shop at **Compucentre Unit 5, 221 Tottenham Court Road, London W1.** (Near Goodge Street Station)
Open 6 days a week. 9.00 a.m. — 18.00 p.m.
Barclaycard and Access Hotline ring 01-631 4627 only.
Goods despatched same day — subject to availability.

XMAS WITH THE STARS

We thought you might like to know what programmers get up to at Christmas so we fired off a few questionnaires. The answer seemed to be booze, but there were a few other revelations as well.

MIKE SINGLETON: Freelance programmer for Beyond, responsible for *Lords of Midnight* and *Quake Minus One*.

CU: Do you like Christmas and why?
MS: Yes I love it, especially snowball fights.
CU: What are you doing for Christmas?
MS: Having a holiday, i.e. not programming!
CU: What do you want for Christmas?
MS: Oh, a Cray 1, I think, it's probably the fastest computer in the world. Somehow I don't think I'll get it though. I quite fancy getting the Superman game and maybe a Ferrari as well. I'm not being greedy, am I?
CU: What's your favourite Christmas food?
MS: Turkey — dull but true.
CU: Do you watch the Queen's speech?
MS: Not if I can help it.
CU: Do you believe in Santa Claus?
MS: Yes!
CU: What was your worst ever Christmas experience?
MS: I haven't had any, they're all wonderful.
CU: What was your best ever Christmas present?
MS: A plastic castle complete with soldiers, when I was four.
CU: Who would you most like to kiss under the mistletoe?
MS: Susan George. She's getting on, but so am I.
CU: Tell us a Christmas joke.
MS: What kind of parties do snowmen go to? Snowballs (er, thanks Mike).



JEFF MINTER: Owns an obscure company called Llamasoft, who currently have a surprise hit with a game entitled *Batalyx!*

CU: Do you like Christmas and if so why?
JM: Yes, because it allows me to stuff my face a lot.
CU: What are you doing this Christmas?
JM: I'm going skiing in the Alps with Tony Crowther.
CU: What do you want for Christmas?
JM: An Amiga, but that'll arrive early because I'm on Commodore's developers list. I want a copy of Electronic Arts' *Marvel Madness*, because it's my all-time favourite game. Otherwise anything hairy will do.
CU: What's your favourite Christmas food?
JM: The whole thing, I love the traditional Christmas dinner.
CU: Do you watch the Queen's speech?
JM: Never, I'm far too busy drinking or playing games.
CU: Do you believe in Father Christmas?
JM: Only as an abstract entity.
CU: What was your worst ever Christmas experience?
JM: I haven't had any. Christmas is wonderful.
CU: What was your best ever Christmas present?
JM: They've all been good.
CU: Who would you most like to kiss under the mistletoe?
JM: A camel I met in Tenerife last year.
CU: Tell us a Christmas joke.
JM: Oh, dear, er, um, I really don't know any. Sorry.

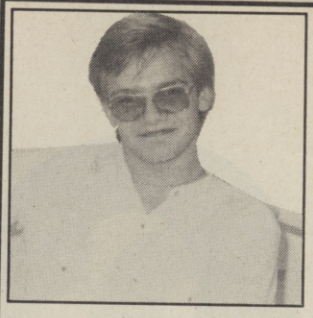
TONY CROWTHER: *Loco, Monty Mole* and *Black Thunder* programmer, now owner of Wizard Development, currently in the charts with *William Wobbler*.

CU: Do you like Christmas and if so why?
TC: Yes, because it makes me stop working.
CU: What are you doing for Christmas?
TC: Ask Jeff Minter!
CU: What do you want for Christmas?
TC: Certainly not a computer or a game of any description. A bit of peace and quiet will do me very nicely.
CU: What's your favourite Christmas food?
TC: Mince pies, I hate turkey.
CU: Do you believe in Santa Claus?
TC: Of course not.
CU: Do you watch the Queen's speech?
TC: I didn't even know she gave one!
CU: What was your worst Christmas experience?
TC: Getting a 64, it took over my life.
CU: What was your best ever Christmas present?
TC: Getting engaged to Lisa (aahhh!).
CU: Who would you most like to kiss under the mistletoe and don't say Lisa because that's too creepy.
TC: Well if I'm forced to, I'll say Madonna.
CU: Tell us a Christmas joke?
TC: Oh no! Er, what do you get if you cross a shark with a block of ice? Frostbite! (A really duff cracker joke that one.)

WILD BILL STEALEY:

Boss of Microprose — *Solo Flight, F15 Strike Eagle* and, coming soon, *Silent Service.*

CU: Do you like Christmas?
WB: I love it.
CU: What are you doing for Christmas?
WB: Every year I dress up as Santa Claus and give presents to my kids and employees at Microprose.
CU: What do you want for Christmas?
WB: A new aeroplane. I'm trying to talk my wife into buying a Monie R21 — it's a great low altitude fun plane.
CU: What's your favourite Christmas food?
WB: Rum nut cake (Dundee cake to you lot).
CU: Do you believe in Father Christmas?
WB: I believe in the spirit of Father Christmas. My biggest problem is trying to stop Wild Bill Junior from telling his ten-year-old sister that Santa is really me.
CU: What was your worst Christmas experience?
WB: It was when I was in the Air Force, on service in Turkey . . . I really missed my family.
CU: What was your best ever Christmas present?
WB: A chemistry set and a kit radio — I managed to receive the BBC.
CU: Who would you most like to kiss under the mistletoe?
WB: I can't answer that, my wife's in the other room *(v. loud Wild Bill laughter).* **I'd just like to have the guts to give someone a really good kiss.**



TONY POMFRETT:

Ocean programmer, responsible for *Roland Rat*, currently working on *Rambo.*

CU: Do you like Christmas?
TP: Yes, because it's a good excuse for drinking a lot.
CU: What are you doing this Christmas?
TP: Lying in bed, watching Jason and the Argonauts.
CU: What do you want for Christmas?
TP: An Amiga (surprise). I'd like a good *Star Wars* conversion if anyone's listening — oh, and also a personal harem.
CU: What's your favourite Christmas food?
TP: Christmas pud with lots of brandy all over it.
CU: Do you believe in Santa Claus?
TP: Absolutely, I've seen him loads of times.
CU: Do you watch the Queen's speech?
TP: No, it bores me to tears.
CU: What was your worst Christmas experience?
TP: My house burnt down on Boxing Day a few years ago!
CU: What was your best ever Christmas present?
TP: A Commodore Pet which I got when I was 13.
CU: Who would you most like to kiss under the mistletoe?
TP: Victoria Principal (Pammie from Dallas).
CU: Tell us a Christmas joke.
TP: What do you get when you cross an octopus with a turkey? I don't know, but there's a leg for all the family!

NEIL A BATE & CHRIS HARVEY:

Elite programmers, responsible for *Airwolf, Frank Bruno* and currently *Commando.*

CU: Do you like Christmas and if so why?
NB: Yes, it means going to parties, getting drunk and having a good laugh at things like the Two Ronnies, Spectrums and games by Tony Crowther.
CU: What are you doing for Christmas?
NB: Sending people I don't like cheapo cards with robins on.
CU: What do you want for Christmas?
NB: A pair of socks — that way I won't be disappointed.
CU: What's your favourite Christmas food?
NB: Those little liqueur thingies.
CU: Do you believe in Father Christmas?
NB: Yes, but I'm sick of socks.
CU: Do you watch the Queen's speech?
NB: Yes, but I wish she would tell a few jokes.
CU: What was your worst Christmas experience?
NB: Last year when I tried to watch 'James Bond' and 'Raiders of the Lost Aark' simultaneously.
CU: What was your best ever Christmas present?
NB: A board game called 'Haunted House' by Palitoy.
CU: Who would you most like to kiss under the mistletoe?
NB: Princess Diana.
CU: Tell us a Christmas joke.
NB: What did Mrs. Christmas say to Father Christmas? "It looks like rain deer."

CU: Do you like Christmas? Give reason for yes/no.
CH: No, because the BBC have stopped showing 'The Wizard of Oz'.
CU: What are you doing for Christmas?
CH: Watching pirate videos of 'The Wizard of Oz'.
CU: What do you want for Christmas?
CH: An 'I Robot' game.
CU: What's your favourite Christmas food?
CH: Lager.
CU: Do you believe in Father Christmas?
CH: Yes, but he looks surprisingly like my dad.
CU: Do you watch the Queen's speech?
CH: No!
CU: What was your favourite Christmas experience?
CH: Last year, when someone bought be a Spectrum *(spit — traitor).*
CU: What was your best ever Christmas present?
CH: Full sized table football game (impressed?).
CU: Who would you most like to kiss under the mistletoe?
CH: Cathrine Oxenburg (Amanda Carrington from Dynasty).
CU: Tell us a Christmas joke.
CH: There are only 25 letters in the alphabet. Noel Noel No-el No-'L'.

Comm
comput
now givi
periph
fo

nodore
ters are
ng away
nerals
or...

Buy a 1541
plus Dot Ma
together
£199

1 Disk Drive
atrix Printer
r for only
99-99

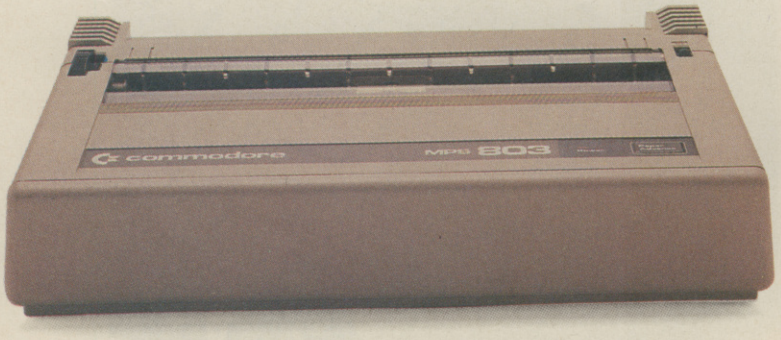
or...

...buy one of thes

peripherals for

1541 DISK DRIVE

1701/2 MONITOR



DOT MATRIX PRINTER

ese Commodore

r only £199-99

Available at Commodore Dealers – See Page 34.

and get a

WRIST TERMINAL

SEIKO RC-1000

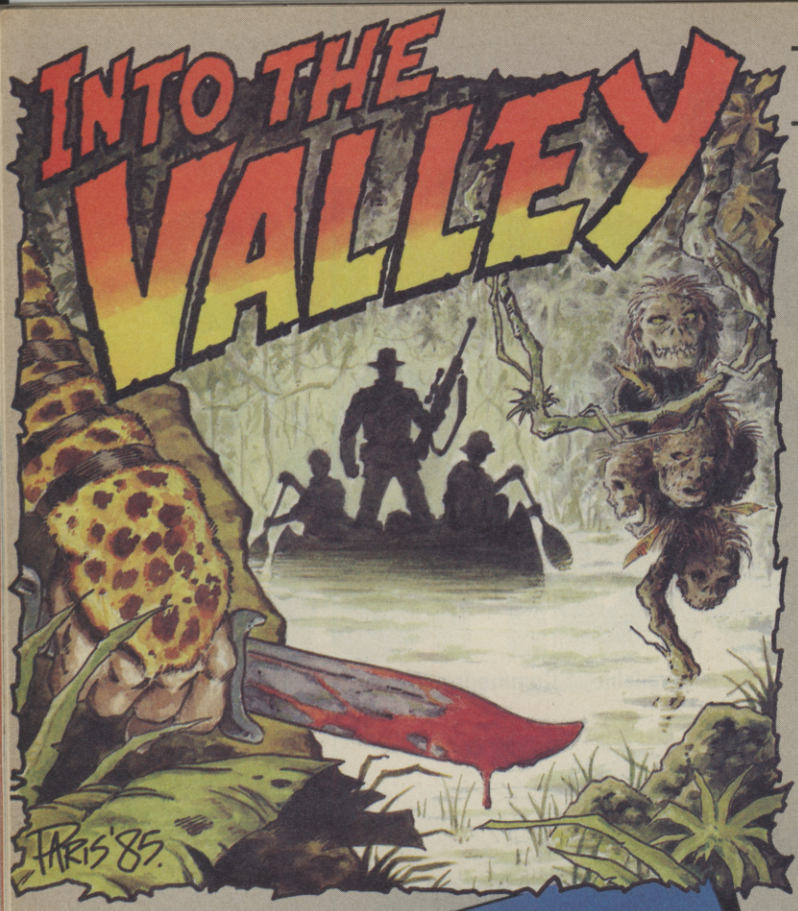
FREE!

RRP £99.99

Links into your 64/128 and Disk Drive.

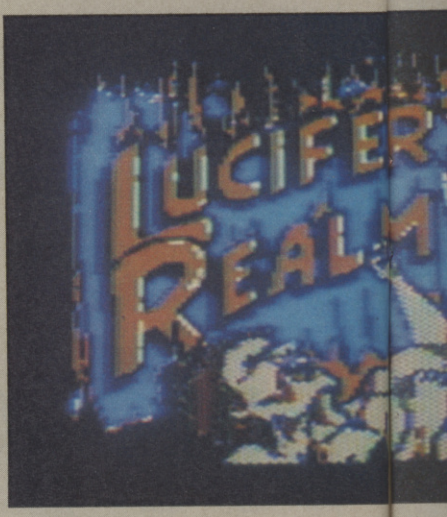
SHELL OUT LESS

commodore



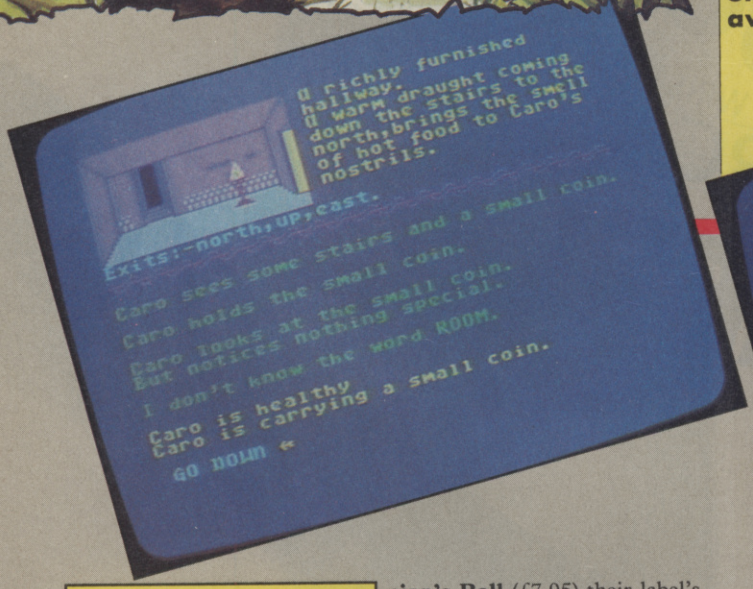
by John Ransley

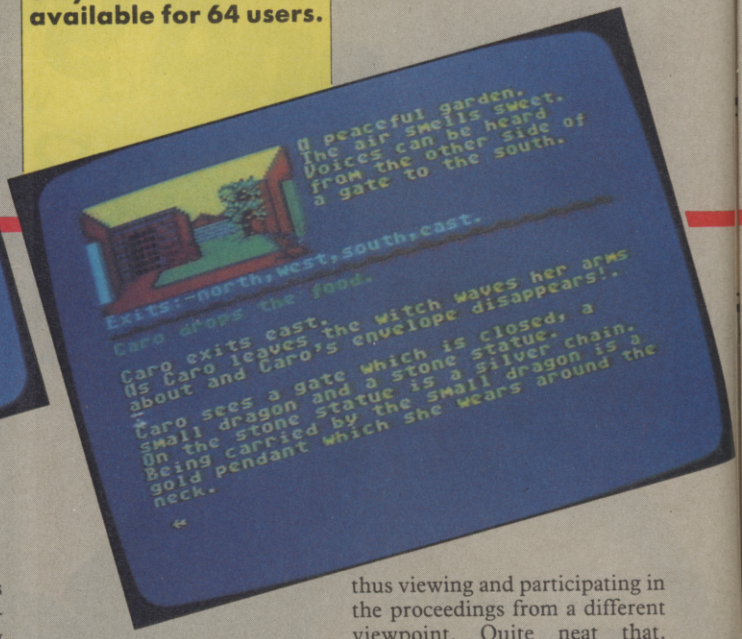
This month's Valley offers you the chance to win Melbourne House's long-awaited *Lord of the Rings* game. John Ransley meanwhile brings you a couple of surprise gems in the shape of *The Magician's Ball* and *Super Gran*. Guest contributor Roger Garret from the Adventureline Club persuaded us to tell you all about two games from a little known company called 8th Day. There's all the latest news and the only adventure chart available for 64 users.



American graffiti

US Gold's All American Adventures subsidiary has promised that a string of adventures from





Sheer magic

Software houses such as Activision and Telarium are making brave attempts to break the mould of the traditional adventure scenario with titles like *Mindshadow*, *The Eiger Sanction* and *Amazon* — but there's little doubting that the sagas of magic and mysticism which take the player to fabulous worlds of fantasy to mingle with characters not usually found waiting for a No. 172 bus still hold plenty of appeal for adventurers of all ages.

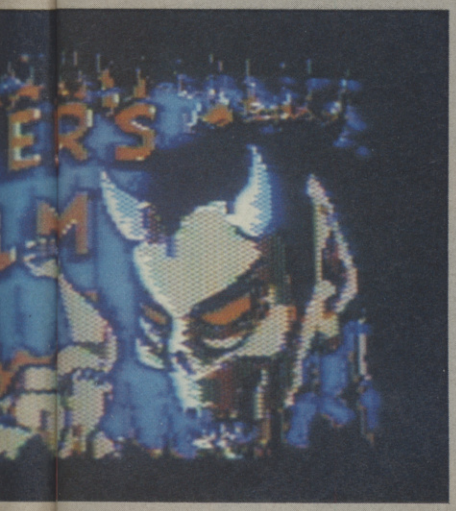
Global Software have therefore probably done the right thing in making **The Magician's Ball** (£7.95) their label's debut adventure title — but playing safe doesn't mean boring play and I reckon that TMB is likely to be loitering in the Valley's chart for quite some time thanks to word-of-mouth recommendation.

The storyline is predictable enough; the player assumes the role of Caro — a sort of prototype Mad Max — who takes time out to save the indispensable beautiful princess from a wicked necromancer whose armoury includes a ring capable of turning his victims to stone. "Stone me!" they cry, as the transformation is completed.

On-screen presentation comprises a full-colour graphic of every location together with a brief description and lines of additional variable information — such as the movable objects to be found there. Inputs vanish the moment they're entered, which can be a little irritating if you forget what your last command was, but at least the last half dozen or so responses remain in view to give you some check on how the action has progressed.

The parser will accept both conventional verb/noun pairs and complete sentences, and you can also converse with other characters who — Hobbit-like — have lives of their own and take independent action. A novel feature is that you can also slip out of Caro's skin and take on the persona of another character, thus viewing and participating in the proceedings from a different viewpoint. Quite neat that. Other play aids include single-key repeat commands.

With little more than 40 locations, *The Magician's Ball* can hardly be compared with a Level 9 hike but then it doesn't pretend to be an ambitious adventure in terms of its map size; instead it aims to pose problems of above-average sophistication. It does so admirably well, and 64/128 owners are bound to appreciate also the care taken to heighten one's enjoyment of it all with snatches from Tubular Bells which make decent use of dear old SID, whose potential is much-neglected in games having considerably greater pretensions than this one.

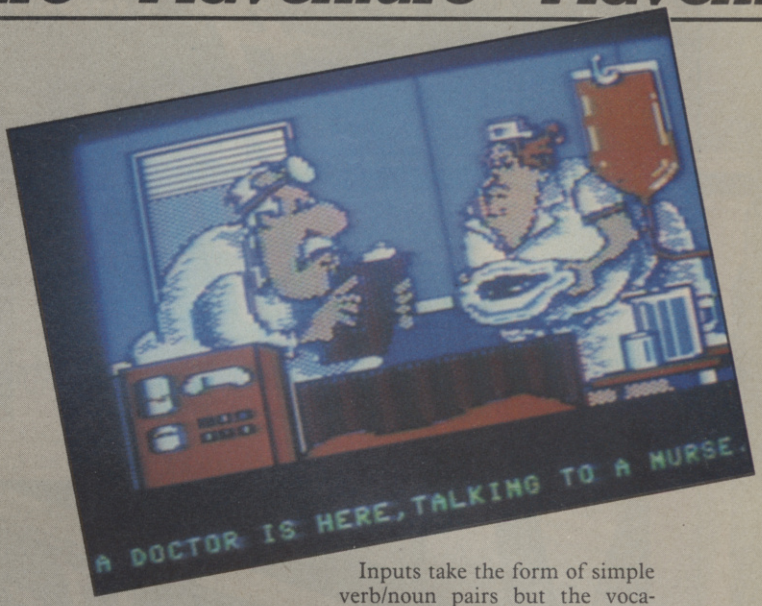


Sierra Online and other top-notch Stateside software houses are in the pipeline — and if AAA can keep the quality high and the prices low, British players may at last have sight of many titles which have been priced away from our shores by import duty in the past.

Among AAA's first offerings are *Wizard and the Princess* and *Lucifer's Realm*, both on disk at only £14.95. In the former, you get your actual damsel in distress-type scenario — and it soon becomes all-too-plain that you'll need more than a certain way with conundrums to get through it. This is partly because of the dullness of the plot and puzzles but mainly because of the crudeness of the graphics. Even accounting for the fact that this title's around three years old, such poor quality is hard to reconcile from a streetwise outfit like US Gold. I suggest that someone there re-assesses *Wizard and the Princess* mighty quick.

Lucifer's Realm on the other hand bears out that All American Adventures might be a source of the good stuff after all. Its presentation breaks away from the usual conventions; it bears some similarity to the disk version of *The Hobbit* in that the screen toggles between some pretty impressive graphics and the text handling. What happens is that the moment you start typing a response, the picture is replaced by the text sheet on which your input and certain other details appear. If you make the right connection, the old 1541 (unless you're one of those rich bods with the new drive) churns grudgingly into action and zips a new graphic onto the screen.

While borrowing from the fantasy formula, *Lucifer's Realm*



comes up with some novel ideas. You start the adventure by signing off from life and it's soon time to get measured for a Bacofoil two-piece to meet Old Nick himself. But it seems that he's finding trouble at t'sulphur quarries in that newcomers such as Adolf and Benito are into the power stakes and aim to establish a hotted-up Fourth Reich on the spot. Lucifer needs your help to get rid of these nouveau nasties and offers you a ticket to the Pearly Gates if you'll help.

Inputs take the form of simple verb/noun pairs but the vocabulary seems pretty extensive, and you can conveniently use one side of the play disk to save a game — though as you're already dead, failure merely means a return to the starting point. The puzzles are also fairly fresh — many are at least as good as those you'll find in a Scott Adams effort. An encouraging sampler this — even if the digitised pictures of authors Jymm and Robyn Pearson (yes, honestly) on the credit screens are maybe a little too cutesy by half.

The return of Super Gran

It happens rarely, but it's rewarding when one stumbles upon a great little adventure almost by chance — especially when it's one that comes from the pen of AI's prodigious duo Brian Howarth and Mike Woodroffe but which publishers Tynesoft slipped into the market apparently unannounced and unnoticed a couple of months back.

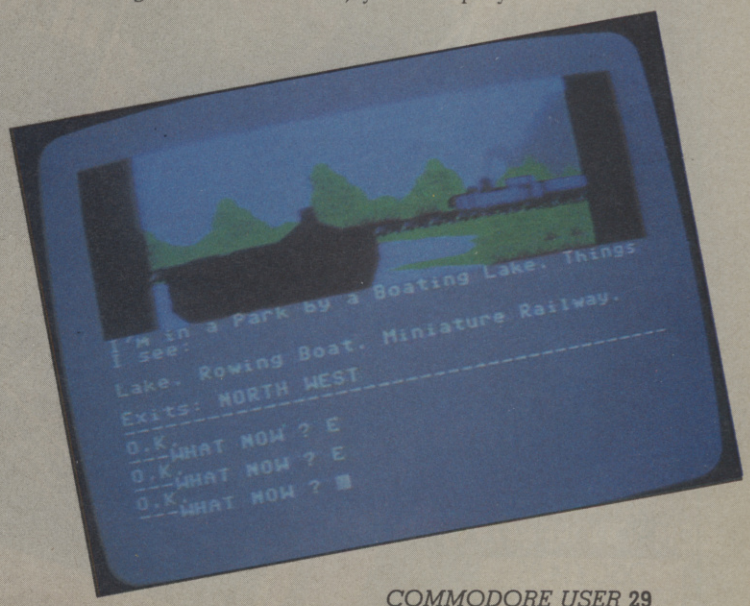
I'm talking about *Super Gran: The Adventure* — and before you all groan, let me at once make it clear that it's not to be confused with the Super Gran arcade game which reviewers savaged — and evidently rightly so. Now, oddly, Tynesoft have released the adventure as a double pack with the arcader for £7.99. Guess you can always stick the latter in some poor joystick jabbing Johnnie's Christmas stocking while you get down to tackling its first-rate packmate.

Super Gran, as if you didn't know, is the plaid-strewn heroine of a popular children's TV series who weekly survives one-to-one confrontations with the evil Scunner Campbell. In this adventure, he's swiped some valuables from a local museum and it's the task of you as Super Gran, aided by copious helpings of porridge, to outwit Scunner and return the artefacts to their proper home (Arts Council cutbacks presumably don't leave anything over for insurance premiums).

All the features and quality that you'd expect from an AI title are here, such as stacks of good-looking graphics and Howarth's classic screen layout. You can use a comma or full stop to string commands as well as construct full sentence inputs.

After a few minutes of play, you'd forget that this was ever billed as an 'easier' adventure but, thankfully, the Howarth trademark of a mindbending opening puzzle is missing from this particular offering. After a little lateral thinking (not to mention a useful crib from the cassette insert) I managed to pole vault my way into action. Lots of interesting and nicely-depicted locations await your attention, including a miniature railway, boating lake, castle ruins, and a theatre with plenty to explore below its stage.

Adventure International has been rivalled only by Level 9 for the consistency and sheer volume of its adventures in 1985. Though appearing on the Tynesoft label, *Super Gran: The Adventure* is definitely a product of the AI stable and thus you may expect of it the quality found in *Gremlins* and *Touchstones*. A dark horse is Super Gran — seek the old biddy out and I promise you that you'll enjoy her company.



ocean

SOFTWARE PROJECTS

ULTIMATE PLAY THE GAME

U.S. GOLD
Al
American Software

They sold a MILLION

The Best Group of "HITS" Game History

1st NOVEMBER 1985 RELEASE DATE

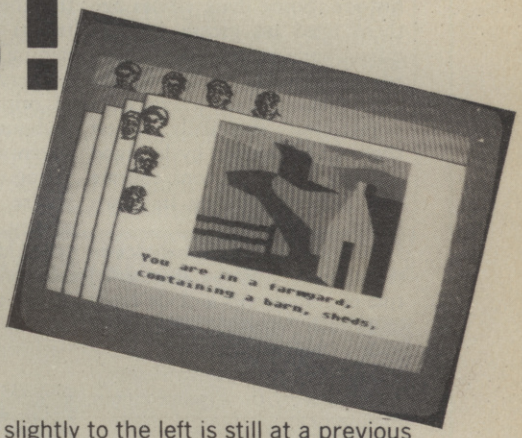
NOW
ALL THESE BLOCKBUSTERS TOGETHER ON ONE
GIANT COMPILATION
SPECTRUM £9.95
AMSTRAD £9.95
COMMODORE 64 £9.95
DISC £14.95
[COMMODORE and AMSTRAD]

Stocked at Selected Branches of:
W H Smith, Boots, John Menzies
Woolworth, Greens, Laskys and Rumbelows

from...
The Hit SQUAD
MORE FOR LESS

6 CENTRAL STREET, MANCHESTER M2 5NS TELEPHONE: 061-832 6633 TELEX: 669977

WIN LORD OF THE RINGS!



Roll up, roll up! For our bumper Christmas give-away. We have FIFTY copies of LORD OF THE RINGS from Melbourne House to be won.

This epic adventure game rendition of Tolkien's magical story contains two cassettes, Part 1 of the book — 'The Fellowship of the Ring', all beautifully boxed and worth a whopping £14.95.

MBH know that adventure fans are expecting a lot from this game — especially bearing in mind the fifteen pound price tag — so to ensure the game delivers, a team of programmers headed up by Hobbit programmer Philip Mitchell, have been beavering away all year.

Also in the team are graphics whizz Russel Comte, and William Tang who is helping with the artificial intelligence routines — essential for making the characters respond sensibly to the inputs typed in by players. The team also includes several freelance illustrators, musicians, and back up programmers working on conversions and various bits of code. By anyones standards it's a huge undertaking. Probably bigger than anything that has been done by anyone anywhere in the world before. It's a hell of a tough job — turning probably the best adventure story in the English language into a computer game.

Are you sitting comfortably?

For those of you who haven't read the book or seen the film or video (shame on you) here's the gist of it.

Frodo Baggins, Sam Gamgee, Merry and Pippin (all Hobbits — little furry creatures) set off on a journey into the Land of Shadows. Their mission is not yet clear, but en-route they team up with the majestic Arigorn, son of Arithorn, Legolis the Elf, Gimley the dwarf, and Gandalf the wise old wizard.

In Book II — 'The Two Towers' — the plot is fully developed a classic struggle between the evil Dark Lords of Mordor — and the good guys, the Hobbits, Elves, Dwarves, Tree People and, of course Gandalf and Arigorn.

'The Return of the King', tells of the final conflict between good and evil and the hobbits return to the Shire, and the changes that occurred there in their absence.

Dozens of other colourful characters turn up as the story unfolds and the world of the Rings is vividly described by Tolkein's poetic, fast-moving and exciting writing style.

If you haven't read it, do so — even if you don't intend playing the game. I promise you won't regret it.

Playing the game

Each of the books in the trilogy will have a two cassette adventure, plus the book, launched, according to MBH at "six monthly intervals".

Information has been tough to come by about the Fellowship but from what we have been able to dig up for you it does appear to be very special.

We do know that the game will allow you to play the part of four of the main characters from the book — the Hobbits: Frodo, Merry, Pippin and Sam Gamgee.

You can choose either of these characters at the beginning of the game and stick with that one until the end or switch between all of them continually.

The band across the top of the screen shot shows the faces of the four characters that you can play. In the left hand column are shown the four characters involved at the current location that this player has reached (not very far). The head slightly to the left is still at a previous location.

Talking of locations the Fellowship of the Ring has 200 of them — most of the major ones with a graphic illustration similar to the screen shot above.

Another superlative feature will be the game's ability to understand really complicated commands. The interpreter can deal with longer sentences than any adventure Melbourne have done before and it also has a chasm-like vocabulary — an enormous 800 words.

Into the Valley will shortly feature an in-depth review of *Lord of the Rings* but from what we know already it is well worth winning — so reach for those stamps and envelopes now!

How to win?

All we want you to do is correct the following titles of Tolkien's books and then tell us (in not more than 100 words) why you like playing adventures.

1. Farmer Giles from Spam.
2. Letters from Father Christiansen.
3. The Slimmerillan.

The correct titles are:—

1. .....

2. .....

3. .....

I like playing adventures because (please use spare sheet of paper).

Entries to Lord of the Rings Competition, Priory Court, Farringdon Lane, London EC1R 3AU.

Entries must reach us by December 22.

My top three current adventures are:

1. .....

2. .....

3. .....

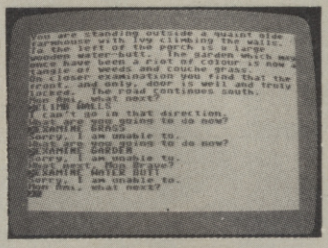
A history lesson

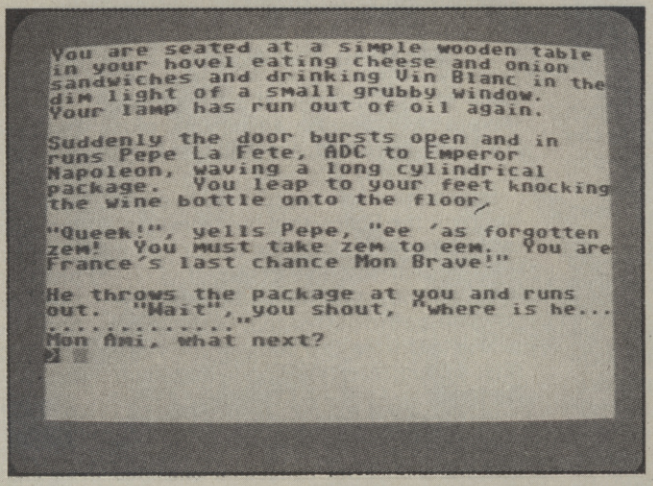
Considerez-vous une lesson histoire. Some deux siècles ago there lived un grosse fromage qui s'appele Napoleon who adored conquering places. Indeed, Napoleon was a right petit piquer but eventually il est shafted at Waterloo by le grand duc anglais avec le conk énorme who préférer wearing les boots kinky.

In **Napoleon's Sandwiches** (Sim Soft, £7.95) you assume the role of Napoleon's aide de camp (non business amusant, s'il vous plaît). One jour, vous are having a quiet Gitane when in rushes a messenger with a parcel pour l'emperor.

Alors comes le tricky rôle — taking le action exact to avoid vous getting mort while tackling the big chief. Après discoving la sortie premièr, there are a nombreux of très bien places to visiter. Vous could commencer exploring le bar quaint or la rue forked — or take quarante winks at l'hotel low prix. But vous must not delay too long because les risques will soon be staring you in le visage. Extract un digit if vous désirer to frictionner shoulders with old short maison himself and keep la belle France free.

Here endeth le lecon histoire (en franglais). I suspect that this enjoyable effort was mastered on Le Quill — which the authors have evidently used the way it was meant to be — to shortcut the drudgery of programming so that they could concentrate their talents on producing an entertaining game. The text screens are very well written with plenty of originality, atmosphere and humour. And since the complete adventure comes in two parts taking up both sides of the tape, you're also getting value for money. Some software talent scout could do worse than to search out authors Pearce et Reeve to give *Napoleon's Sandwiches* the greater market exposure it deserves.





Games without frontiers

I have always held a certain amount of reservation about 'Quilled' adventures, until I discovered a new company called 8th Day. Their adventures are terrific, sparkling gems, which have totally altered my opinions about the *Quill*.

Of the six adventures available, the two latest are *Quann Tulla* and *Faerie*, both rich in imagination and atmosphere.

Quann Tulla takes you into a science fiction world of strange locations and even stranger inhabitants. From the opening text only descriptions, you will realise that your mission is not going to be easy. After a long and bitter battle the Evil Empire is set to take over the ailing Federation, your task is to find the top secret manuals, despatch an evil traitor and destroy the crippled Flagship of the Just Federation. Progress is difficult, databanks need to be accessed. Hygene Probes will attempt to stop your endeavours and a malevolent Crane also causes a problem.

8th Day have decided against graphics, sticking to the traditional text only format, and I for one feel that the inclusion of graphics would not enhance the game one iota, considering the

● ADVENTURE NEWS ● ADVENTURE NEWS ● ADVENTURE NEWS ● ADVENTURE

● **Adventure International** plan to release *Questprobe 3*, the long-awaited sequel to *Hulk* and *Spiderman* featuring The Human Torch and The Thing, by the new year. And *Questprobe 4* (maybe out by Easter '86 but don't hold your breath) will have a novel twist in that the player takes on the role of the baddie — Marvel Comics' cadaverous Dr Doom.

● **Some truly dedicated** micro-adventurers I know extend their aesthetic enjoyment of otherwise aurally boring quests by plugging their heads into Walkmans while playing them. I'm told that, for example, soaking up Clannad's *Robin of Sherwood* soundtrack album from the TV series while exploring *The Touchstones of Rhiannon* is particularly effective. Maybe Manual and his Magic Castanets or Anton Karas could do the same for *Terrormolinos* and *Rats* respectively. Watch out, then, for *Darkness at Dawn*, an adventure in which the puzzles are portrayed as sound effects rather than presented in text or graphics.

● **Keep an eye** on the bargain bins for yesteryear adventure hits at triffic low prices. Typical knockdowns I've spotted recently are *Valhalla* at £4.95, several Supersoft titles at £1.99, and the classic *Twin Kingdom Valley* slashed to £2.50.

● **Lothlorien**, renowned among micro wargamers for their well-implemented computer battle-games, are dipping a toe in the adventure well with the release of *Time Sanctuary*, described as a futuristic adventure game featuring surrealistic landscape graphics and the facility to communicate with 18 characters. Your challenge is to locate and trade for six crystals to power a time machine that will let you escape from the sanctuary, and there's a large map, houses and a maze to explore along the way.

● **Infocom**, still shy of forging formal links with the British market, will be releasing *Spellbreaker* here this month. Complementing *Wishbringer* (reviewed November), *Spellbreaker* is reputedly much more puzzling — and difficult — than its predecessor. The game is fleshed out to Infocom's usual high standards with extras which include an Enchanter's Guild pinbadge and a catalogue of magic equipment. Price will be £34.95.

● **PSS now hope** to release a 64/128 version of *Swords and Sorcery* early in the New Year. The adventure was first announced in the summer of '84, and even back in June of this year PSS were claiming that 7,000 programming hours had already gone into the game, which was being developed with innovative graphics and the ability to accept add-on modules. Whether all these original features will be incorporated in the final £8.95 version remains to be seen.

● **Level 9** will, following the sidestepping release of their satirical SF quizzer *The Worm in Paradise*, be producing a sequel to their chart-topping *Red Moon*, provisionally titled *The Price of Magic*. The Austin 4 are also rumoured to be working on a 10,000-location MUD-style interactive adventure for up to 1,000 simultaneous players based on Arthurian legend.

● **Adventure programmers** both sides of the Atlantic are swooning over the specification of the Amiga — and are gearing up to surpass Infocom's welcome (but dullish) announcement that they will soon be releasing Amiga versions of backlist hits such as *Zork*. Two features especially are exciting the more imaginative programming entrepreneurs — the Amiga's onboard speech synthesiser which can be effortlessly programmed even in Basic to make the Amiga say full sentences in different male or female voices, and of course its multitasking facility which will make the present founder generation of icon-driven-cum-window games such as *The Fourth Protocol* look like they were developed with a slate and chalk.

● **Firebird** swoop into the full-blooded adventure stakes with *Runestone*, out any day now, which they'll release in their Gold Range at £9.95. Their budget-priced debut adventure titles *The Helm* and *Subsunk* both did well in the Valley's chart, but *Runestone* is a more ambitious offering altogether. More news next month.

● **Beyond's** new masters, British Telecom, might hold back Mike Singleton's successor to *Lords of Midnight* on the 64/128 even longer in favour of rush releasing a Commodore version of *Sorderon's Shadow*. Using the same landscaping techniques which gave *Lords* and *Doomdark's Revenge* such visual appeal, the new title has been devised by those wonderful people who brought you *Shadowfire*. Play features include more than 32,000 views of 4,000 locations, a 750-word vocabulary, and three-sentence command recall.

● ADVENTURE NEWS ● ADVENTURE NEWS ● ADVENTURE NEWS ● ADV

excellent text descriptions.

The second adventure is *Faerie* in which you must search for hidden treasure in an ever-changing surreal scenario of both under and upperworlds. Your task commences in the upperworld. You will need to solve various problems which are by no means easy, before finding the correct objects to enable you to enter the underworld. Here, as above, you will find many weird and wonderful people and places. Excellent text descriptions create an atmosphere of spine-tingling anticipation. Characters straight from 'A Midsummer Night's Dream' await to help but others wait to harm you. Magical words, only pronouncable in an adventure, are yours to command and you will certainly need them before this game is completed.

Faerie is the type of adventure that will keep you riveted to the keyboard for many enjoyable hours, but it is definitely for the more experienced adventurer. As in its predecessor, the text descriptions are rich in detail and both have that magical quality that is rarely found in some of the adventures available at the moment. Priced at only £2.50 each, I would recommend these games to everybody.

Mike Smith and Gary Kelbrick are the brains behind 8th Day. Born in Liverpool, both take an active part in writing and producing their games.

It was *The Quill* that provided

the perfect vehicle to exercise their vivid imaginations on. As Mike said, "We knew we could write adventures that were totally different, full of imagination, and far removed from the usual Middle Earth type game".

The recent releases are only 'A foretaste of what is to come". Two highly controversial games are due for release in the not-too-distant future, plus they are both hard at work producing a revolutionary science fiction trilogy "Unlike anything ever seen before". ***Roger Garret***

NTURE NEWS ● ADVENTURE NEW

● **Gilsoft** plan to have at least a disk version of *The Illustrator* for the 64/128 in the shops by Christmas. The utility permits the simple, menu-style creation of full-colour graphics to be incorporated into adventures written using *The Quill* — even those already completed as text games. Price will be around £14.95.

● **All American Adventures'** Richard Tisdall keeps me guessing as to the what precisely, where and when of the cortex-crumpling 3D *Alternate Reality* from Datasoft. What is for certain is that it looks like making it into the Guinness Book of Records as the world's most expensive microadventure. The City — the first part of the saga — will be out on disk at £19.95 . . . and there are another six to come!

● **Audiogenic** are to take over the marketing of *The Secret of St Brides* from its Irish publishers to help ensure wider availability in Britain. The 1930s Angela Brazil-style spoof text adventure mystery set in a girls' school is available for the 64/128 at £6.95.

● CHARTS ●

NEW	1	(–)	**Robin of Sherwood** — C64/128 (Adventure International, GrA, £7.95)
NEW	2	(–)	**Adrian Mole** — C64/128 (Mosaic/Level 9, GrA, £7.95)
	3	(1)	**Red Moon** — C64/128 (Level 9, GrA, £6.95)
	4	(4)	**Terrormolinos** — C64/128 (Melbourne House, GrA, £7.95)
	5	(2)	**Rats** — C64/128 (Hodder & Stoughton, GrA, £7.95)
	6	(6)	**Mordon's Quest** — C64/128 (Melbourne House, TA, £5.95)
	7	(3)	**The Fourth Protocol** — C64/128 (Hutchinson, GrA, £12.95/£15.95 disk)
	8	(5)	**Castle Blackstar** — C64/128 (CDS, TA, £2.99)
	9	(7)	**Beatle Quest** — C64/128 (Number 9 Software, £9.95/£11.95 disk)
	10	(9)	**Gremlins** — C64/128 (Adventure International, GrA, £9.95)

Adventure International are right on target with the first in their planned series of *Robin of Sherwood* adventures. The much acclaimed debut title, *Touchstones of Rhiannon*, written by Brian Howarth and Mike Woodroffe and packed with splendid graphic and animated screens, has hit the bullseye within weeks of its release.

Modern-day anti-hero Adrian Mole — no stranger to charts as it is — must be dead embarrassed by all the attention being paid to his innermost thoughts, but Mosaic's tape plus 1986 diary Christmas package at £14.95 or £17.95 on disk could knock the Loxley fugitive off his arboreal perch by the New Year.

Level 9's other chart creation is still shining brightly, while Melbourne House's tale of package holiday traumas has pulled in enough winter bookings to move up a peg.

It's simply a matter of switch and swop for the rest of this month's slots — but Christmas sales are likely to bring an entirely fresh look to the January line-up.

Commodore Dealers

The special offers and a wide range of Commodore hardware and software are all available from the Commodore Dealers listed below.

DGH Software, 10 North Street, Ashford, Kent.
Geerings of Ashford, High Street, Ashford.
Radio 88, 88 Longbridge Road, Barking, Essex.
Alphascan, Chester House, Windsor End, Beaconsfield.
Camden Computers, 462 Coventry Road, Small Heath, Birmingham.
Deane Computers, Sea Road North, Bridport, Dorset.
Empire Electro Centre, 783-789 Leeds Road, Bradford.
Erricks of Bradford, Fotosonic House, Pawson Square, Bradford.
Gamer, 71 Last Street, Brighton.
Gamer, 24 Gloucester Road, Brighton.
High Voltage, 53-59 High Street, Croydon.
Metyclean, 60 George Street, Croydon.
Sarays, 43 Church Street, Croydon.
FBC Systems, 10 Castlefields, Main Centre, Derby.
Gordon Harwood, 69/71 High Street, Derby.
Geerings of Ashford, 13 Bench Street, Dover, Kent.
P & L Cash Registers, Dunstable, Beds.
Adams World of Software, 190c Station Road, Edgware, Middx.
Micro Workshop, Station Approach, Epsom, Surrey.
Geerings of Ashford, 91 Preston Street, Fathersham, Kent.
Trionic Ltd., 144 Station Road, Harrow, Middx.
Geerings of Ashford, 104-106 Mortimer Street, Herne Bay.
Tomorrow's World, 15 Paragon Street, Hull.
Cavendish Commodore Centre, London Road, Leicester.
Dimension, 29/31 Silver Street, Leicester.
Sonic Foto, t/a Rother Cameras Ltd., 256 Tottenham Court Road, London.
Tasha Computers, 191 Kensington High Street, London W8.
Ramsons, 4 Edgware Road, London W2.
West End Video, 6 Marble Arch, London W1.
Micro Anvika, 224 Tottenham Court Road, London W1.
Harp Electronics, 237 Tottenham Court Road, London W1.
Video Vision, 168 Kensington High Street, London W8.
Video World, 260 Tottenham Court Road, London W1.
Sarays, 223 Tottenham Court Road, London.
Sarays, 334 Edgware Road, London.
Sarays, 272 Edgware Road, London.
Gultronics, 200 Tottenham Court Road, London.
Gultronics, 15 Tottenham Court Road, London.
Logic Sales, 19 The Broadway, The Bourne, Southgate, London W14.
Chromasonic, 48 Junction Road, Archway, London N19.
Chromasonic, 238 Muswell Hill, Broadway, Muswell Hill, London N10.
G & B Computers, 242 Tottenham Court Road, London W1.
G & B Computers, 230 Tottenham Court Road, London W1.
Metyclean, 137 The Strand, London.
Metyclean, 92 Victoria Street, London.
Adams World of Software, 779 High Road, North Finchley, London N19.
Hobbyte, Arndale Centre, Luton.
Kent Microcomputers, 57 Union Street, Maidstone, Kent.
Square Deal, 373/375 Footscray Road, New Eltham.
Intoto, 1 Heathcoat Street, Hockley, Nottingham.
Logic Sales, 6 Midgate, Peterborough.
Geerings of Ashford, 25 Queens Street, Ramsgate.
Joe Micro (Rhyl Computer Centre), 20 Russell Road, Rhyl, Clwyd.
MU Games, 245 High Street, Slough.
Hobbyte, 10 Market Place, St. Albans, Herts.
The Model Shop, 22 High Street, Stroud, Glos.
L & J Computers, 192 Honeypot Lane, Queensbury, Stanmore, Middx.
Bucon Microstore, Swansea.
JKL Computers, 7 Windsor Street, Uxbridge, Middx.
Bell & Jones, 39 Queen's Square, West Bromwich.

THE MEAN TEAM

Here they are as you've never seen them before — the G Force looking meaner than ever. And well they might because they have had some pretty late nights over the last few weeks — hammering away at the latest major releases.

There have been quite a few of those to contend with as well. With Christmas coming the software houses are bringing out their big launches of 1985 — bidding for the Yuletide mega-spend when Mums, Dads, Grannies, boyfriends, and girlfriends reach for the folding stuff to purchase prezzies of the software variety.

Mike 'Hot Shots' Pattenden journeyed to deepest Hertfordshire to bring you an exclusive *(It's that word again — Ed.)* preview of the Young Ones game from Orpheus. He has also discovered little people living in his computer with the latest launch from Activision. I can't tell you what our Mike christened the little fellow he met in his review copy but despite the unspeakable name he gave him he got quite keen on him in the end. MIKE WILL YOU PLEASE PUT THAT GAME DOWN.

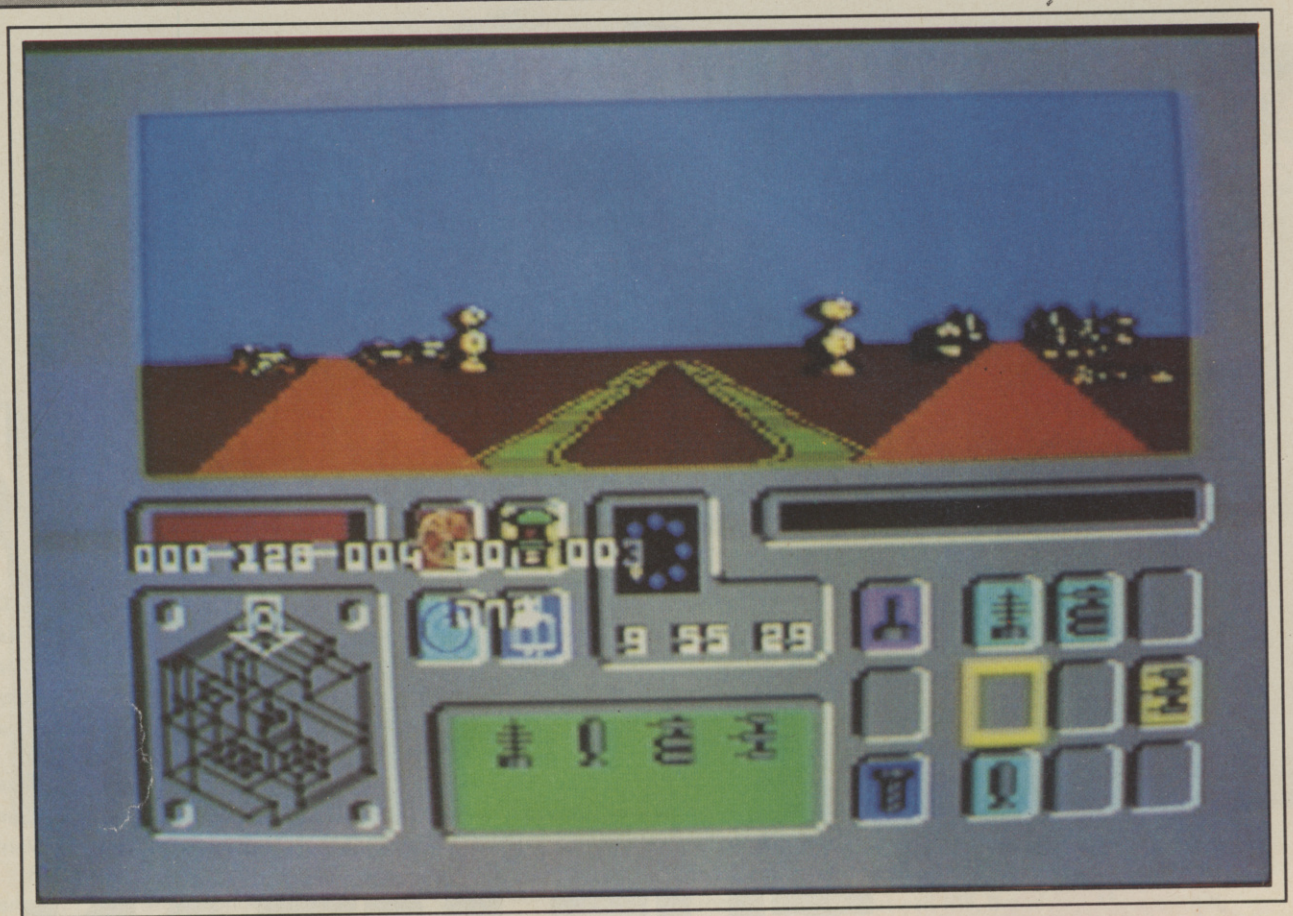
G Force supremo, Chris Anderson, gives the thumbs down, or should that be fingers up, to *Harvey Smith's Showjumping*, but goes wild about *Fighting Warrior* — the latest large character fighting game from Fist people Melbourne House.

Eugene Lacey pulls rank and insists (again) that *Quake Minus 1* be made December Screen Star. Our cuddly Ed also gets in on the action with our exclusive *(It's that word again, and stop calling me cuddly — Ed.)* preview of Geoff Capes' Strong Man game. Geoff Capes takes a sweet revenge for Mike's gratuitous comments in his October Hot Shots column.

Jon Sutherland checks out another two examples of the war games nostalgia boom — in PSS's *Battle of Britain* and Microprose/US Gold's *Operations Into Europe*.

Last but not least Ken McMahon — a G Force hardcase who is harder on naff software than the *Daily Mail* on Derek Hatton. This month Killer Ken looks at *Scarabaeus*. Scarawhat? It's the new one from Ariolasoft, as is *Wizard*.

There are no less than twenty BIG reviews this month plus four red hot previews. If you think you are good enough to join the G Force, take a look at the competition on the final page of this month's free supplement.



"Quake Minus 1 — could be Beyond's most successful game this Xmas."

Quake Minus 1
Commodore 64
Beyond
Price: £9.95/cass

Quake Minus 1 has been a long time coming but is, believe me, well worth the wait. Mike 'Lords of Midnight' Singleton has really pulled out the stops in what is his first true arcade game since *3 Deep Space* (sorry to bring that up Mike).

But before you start telling all your mates that there's a new Singleton game out, spare a thought for Mike's trusty assistant Warren Ffoulkes — who is co-author of *Quake*.

Warren started working for Singleton over a year ago on his play-by-mail game — *Starnet*. Now he is credited as an equal partner in the production of *Quake*. OK Warren, we get the message, you didn't just make the tea.

Enough about the programmers, what about the game itself?

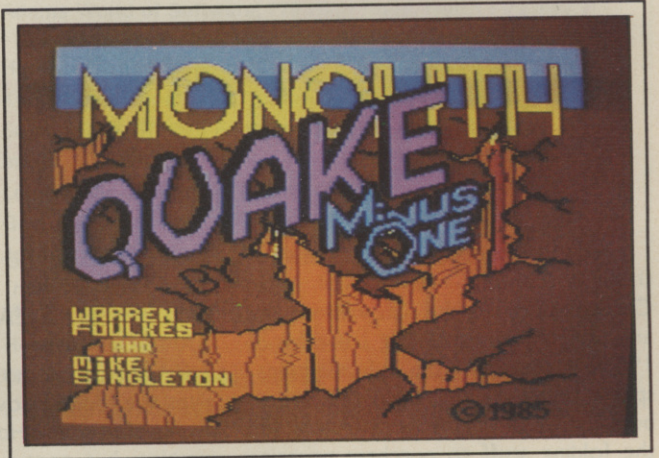
The location is an underwater power station on the Atlantic sea bed. A futuristic terrorist organisation called the Robot Liberation Front — sounds like a good cause to me — are about to sabotage the Titan complex. Earth's only chance is provided by a group of scientists who manage to re-establish communications with one of Titan's five control computers — the Hermes.

This is where you come into it. You must use the Hermes to knock out the other computers — Zeus, Poseidon, Vulcan and Ares.

It is a race against time as the Titan Complex draws its energy

Bottom left of screen shows the 3D working map of the Titan Complex.

SCREEN★STAR



Credit screen — "Warren Foulkes didn't just make the tea".

from the Earth's core and, if stability isn't restored, the core will blow, sending tidal waves crashing over Europe and North America.

Knocking out the other computers is no easy task. Each of them is protected by various defence systems plus the renegade droids. The Hermes is armed with all manner of icon-selectable weaponry. These are mines, torpedos, missile pods, fireball guns, Ionic blasters, shock shields, plasma shields and ordinary lasers.

The screen is split in two. The top half shows the action as it happens with your computer scrolling left to right as well as 3D-style into the screen as you move forward. This portion of the screen also displays the star shaped map of the complex with the positions of the other computers shown.

The bottom half of the screen shows the controls, weapon icons, damage control displays, clocks, weapon capabilities, energy level, fuel level, and a 3D map of the complex with direction arrow keys superimposed.

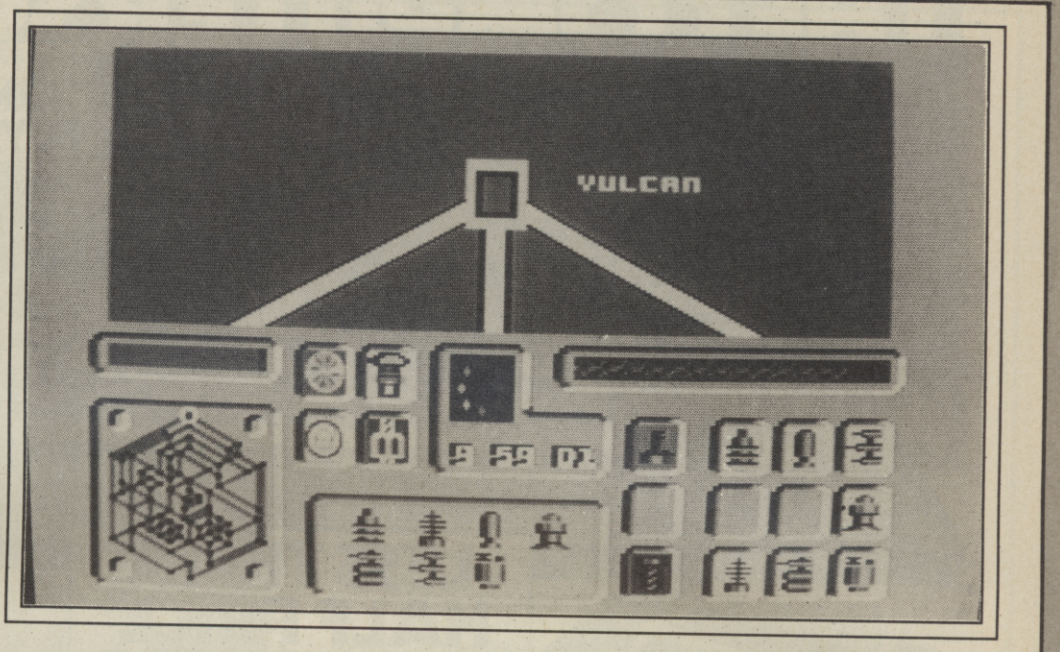
There is a hell of a lot to this game. Every single icon and item on the screen serves a purpose. Everything in the control panel has to be looked at and used. There are no useless frills. But to the game's merit the multitude of features do not detract from the playability. If you like to learn as you go along, then *Quake* allows you to just pick up the joystick and start to play: travelling, blasting, and working it out as you go.

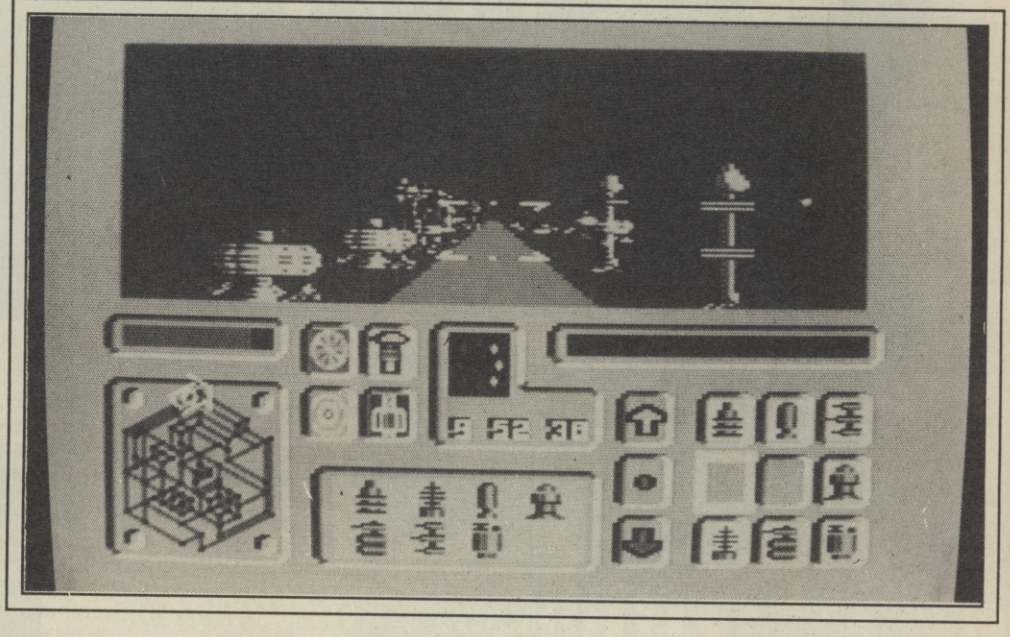
This is the most fun way to get into *Quake* — only referring to the pamphlet when you spot something you haven't seen before or something happens you don't understand.

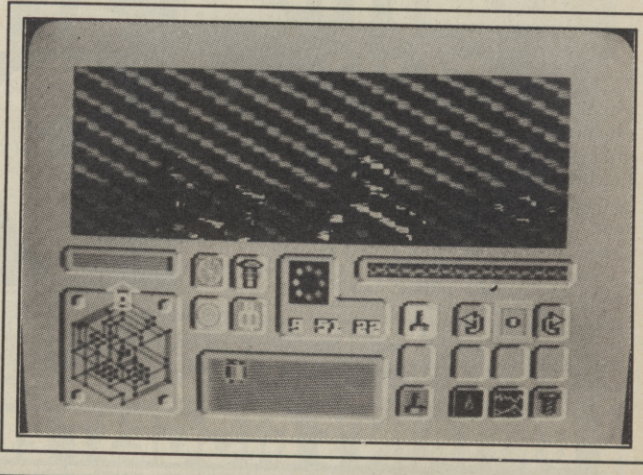
I have a feeling that this could be Beyond's most successful game this Xmas — even topping the much-hyped *Superman* and *Nexus*. Check it out — you won't be disappointed. *Quake Minus 1* is available on Beyond's new Monolith label.

Eugene Lacey

Graphics	★★★★
Sound	★★★★★
Toughness	★★★★★
Staying Power	★★★★
Value	★★★★★







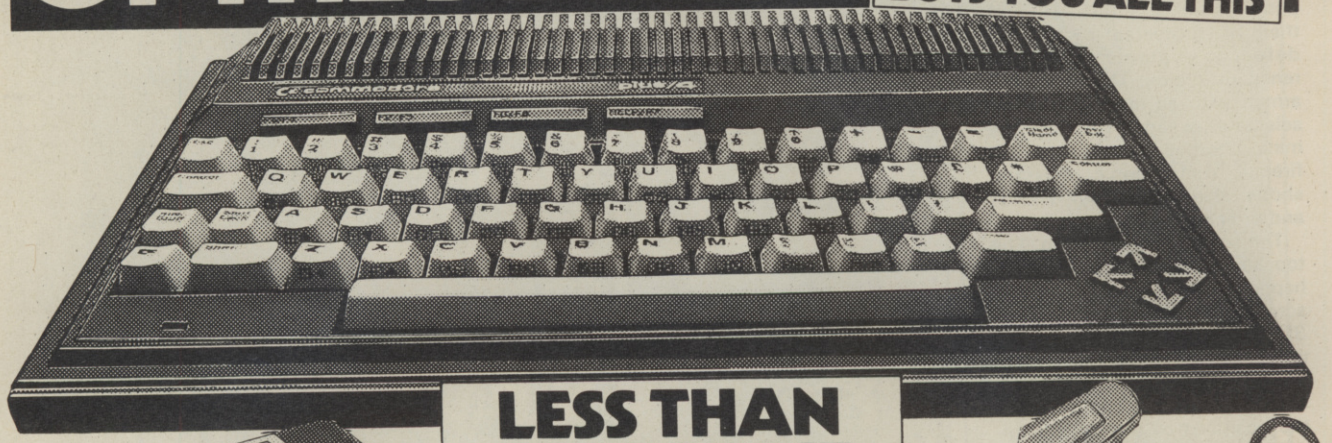
Top: Hermes finds the renegade Vulcan computer on the scrolling screen map.

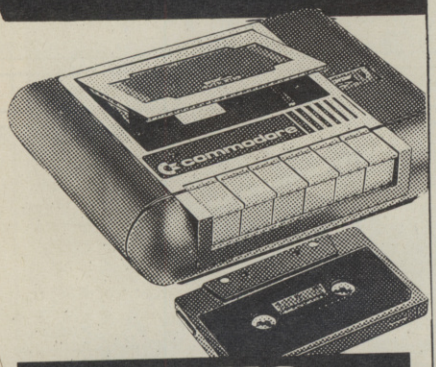
Middle: Hurtling down screen towards the Vulcan.

Bottom: Screen shakes as Hermes sustains direct hits.

THE COMPUTER SCOOP OF THE DECADE

ONLY £99.99 BUYS YOU ALL THIS





PLUS
DATA RECORDER
List price £44.95

A vital add-on! The ideal way to store data – and access huge quantities of software.

PLUS
10 GREAT GAMES CASSETTES

Take a break from business with these tremendous free games including Mayhem, Treasure Island and Harbour Attack.

List price £5.99 each.
Total value £59.90.

LESS THAN HALF PRICE COMMODORE PLUS 4 COMPUTER

The ideal first computer for home or business. Just look what this remarkable Greens package includes.

COMMODORE PLUS 4 COMPUTER
The advanced business-and-pleasure system that's as easy to use as a child's home computer.
List price £149.99

*** BUILT-IN 64k MEMORY**
Twice the size of other computers costing this much.

*** BUILT-IN WORD PROCESSING**
No other computer at the price offers word processing as a standard function.

*** BUILT-IN FILE MANAGEMENT**
Usually only found on high priced business systems.

*** BUILT-IN SPREADSHEET**
A vital business tool – unknown on computers of this price.

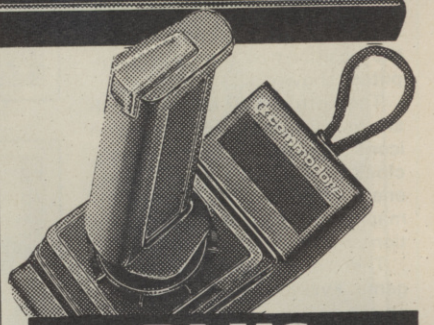
*** BUILT-IN BUSINESS GRAPHICS**
121 versatile colours. Most £100 computers can't even get into double figures!

*** BUILT-IN SIMPLICITY**
The Plus 4 is designed to make your life as easy as possible. Uses the popular BASIC language. Special HELP! key quickly points out mistakes. And four separate cursor keys give swift, simple control.

Get the best of these features with a CBM Disc Drive

COMPLETE PACKAGE WAS £264.83

ALL FOR £99.99



PLUS
JOYSTICK T1341
List price £9.99

Purpose-designed for the Plus 4. Contoured for comfort, easy action and precise control.

PLUS
Easy-to-follow User Manual, Software Guides and Catalogue.

UP TO £1,000 NO DEPOSIT INSTANT CREDIT

To spend instantly on a Debenhams charge card – subject to acceptance. APR 34.4% variable, reducing to 29.8% when payment made by direct debit.

Debenhams Charge Card FOR ALL YOUR SHOPPING · BARCLAYCARD VISA · Access · Current account

GREENS AT DEBENHAMS
BRITAIN'S BIGGEST ELECTRICAL DEPARTMENTS

Where a 'WAS' price is shown this has been charged at the Greens branch Harrow, but not necessarily so offered for 28 consecutive days in the last 6 months. All offers subject to availability. Prices and specifications subject to change without notice. Also at Clements of Watford, Browns of Chester, Keddies of Colchester, and at the GREENS shop Kings Mall, Hammersmith. Different credit terms apply at these branches. Please ask for written details.

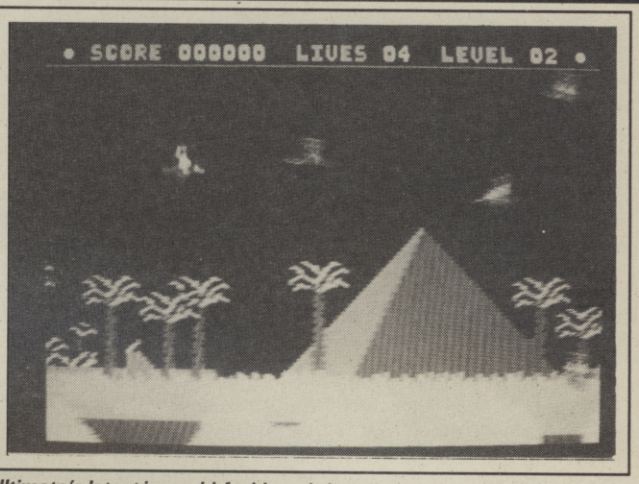
Imhotep
Commodore 64/128
Ultimate
Price: £9.95/cass

Oh my poor fingers! I can hardly type. For the past four hours my hand has been welded to my joystick in an attempt to get past level 2 of Imhotep.

Egyptology seems to be flavour of the month at Ultimate. Their latest big screen epic casts you in the title role of the god Imhotep. The poor old Egyptians are starving again and Pharoah Zoser has appealed to Imhotep, his favourite god, to help them out. (There never actually was a pharoah called Zoser. Ultimate have obviously invented a fictitious one for fear of being cursed).

Let's start where I came in at level 2. You find yourself astride what looks like a wild goose, but is no doubt intended to be an ancient mythological bird. Below and behind you scroll the pyramids and plains of the Nile valley a la Revenge of The Mutant Camels, but not a dromedary in sight. Instead, hordes of Egyptians, also on geese, bent on your destruction. A bit silly really. A battle ensues in which you fire little eggs at each other, at this stage I fancied my chances, but I hadn't reckoned with the Kamikaze squadrons. If you miss these they head straight for you with lightening speed — don't stand a chance.

If you're good you can make your lives last about as many minutes, then you have to contend with raining fireballs as well. Ten thousand points takes you to level three, but the best I managed was a frustrating 9,800.



Ultimate's latest is an old-fashioned shoot 'em up.

Imhotep is one of the most difficult games I've ever played, at least in terms of arcade skills. According to Ultimate it doesn't get any easier on the higher levels, so if you're looking for something that's hard to beat this could be it, but otherwise don't expect anything like the quality of their previous releases.

Ken McMahon

Graphics	★★★
Sound	★★★
Toughness	★★★★★
Staying Power	★★★★
Value	★★★

Codename Mat II
Commodore 64
Domark
Price: £8.95/cass

The original *Codename Mat* was quite a big hit on the Spectrum last year. The follow-up takes the same idea a bit further. But not a lot.

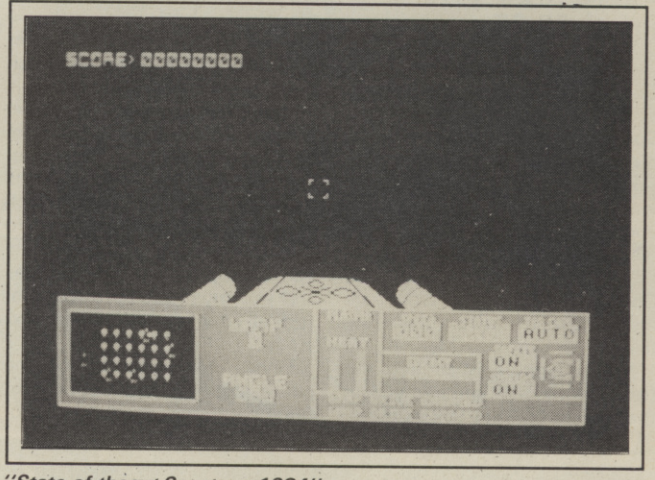
Mat has been provided with a new ship the Centurion II, featuring several enhancements on model I, and this time the battle against the Myons ranges around a grid of 24 satellites. These must be protected to ensure a continued energy supply for the local karillium mines, karillium being 'the bringer of life' and, more importantly, the bringer of points.

The screen display is divided horizontally. The top half is the usual unscientific view of stars which zoom toward you as you accelerate. The bottom contains various status displays. It includes a computer screen which can be used for short and long-range scans, a quadrant map, the tracking of enemies during combat and the provision of damage reports.

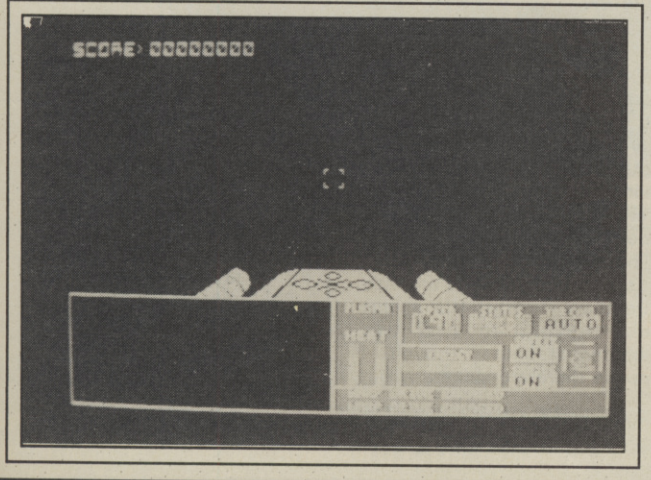
Your time is divided between blasting Myons out of the heavens and then frantically trying to repair your ship and any damaged satellites before warping off somewhere else to wipe out some more Myons before they do any more damage.

The blasting bit starts when the Alert status on the display panel goes red — a group of Myons are closing in. Switching on your battle computer, you can see how far away each craft is and track them individually. Once they're close enough to appear in view it's a question of getting them in your sights before they do too much damage. You have a choice of fire-power. Get rid of the attackers and you can then quickly go about damage repair.

This game's fine as far as it goes, but it does seem a tiny bit old hat. It's state-of-the-art Spectrum 1984. **Chris Anderson**



"State-of-the-art Spectrum 1984".



Graphics	★★
Sound	★★
Toughness	★★★
Staying Power	★★
Value	★★

Harvey Smith's Show Jumper
Commodore 64
Software Projects
Price: £7.95/cass

The once all-conquering Software Projects haven't had too many successes over the last year, and I fear they could be unlucky again with this one. The problem is the remarkable *Summer Games II*, which offers astonishingly good equestrian action and seven other events besides.

Still, if you hadn't seen S.G.II, first impressions of Show Jumper would be excellent. You find yourself astride a very nicely animated mount, pawing the ground with impatience at the start of the first of 12 courses.

Nudge the joystick right and the horse starts to walk. Nudge again and the walk becomes a canter (the animation is actually the same as the ''walk'' but the horse moves faster). A third nudge and this time the animation changes very effectively into a gallop at full stretch.

The view of the horse appears in the main part of the screen which acts as a scrolling window on the action. Below is a map of the entire course which automatically highlights which fence you should jump next.

All that is involved in jumping a fence is moving the horse down the right ligh toward it and then pressing the fire-button at the appropriate moment, according to whether the horse is galloping or cantering (for fast times you should gallop except when approaching double fences or when a sudden change of direction is needed). This is, unfortunately, more basic, than the demanding joystick contortions required in S.G.II. However, it'll still take quite a bit of practice to get a clear round every time — and once you can do that there's always the challenge of getting faster times.

Mis-timing a jump can result in a refusal or even a spectacular fall from the saddle. And if you hit the wrong fence at any stage you get eliminated.

One very nice touch is a facility to allow you to design your own courses.

Harvey Smith grits his teeth, thinks of the royalties, and smiles for the camera.

Game sound consists of a pleasant rendition of Mozart's famous horn concerto, an effective hoof beat, various hooters when you make mistakes, and wild applause from the crowd at the end of the course — even when you've been eliminated at the second fence!

If it had been released four months earlier this program would have been a winner. But since then S.G.II has dramatically upped the standards for sports simulations, and poor old Harvey Smith suffers by comparison.

Chris Anderson

Graphics	★★★★
Sound	★★★★
Toughness	★★★
Staying Power	★★★
Value	★★★

Goonies
Commodore 64
Datasoft/US Gold
Price: £9.95

Goonies is the game of the film. The film was written by Spielberg and the game by Spanburg but that's where all similarities end. You probably won't have seen the film yet so you'll have a job in following the instructions which tell you to relive the adventures of the Goonies. Not that it would be much help if you had seen the film.

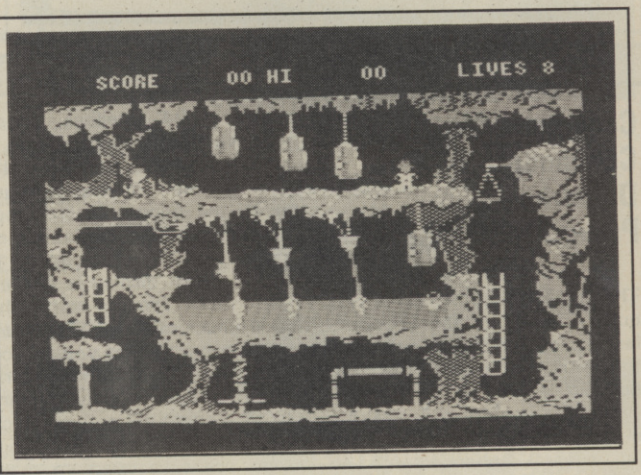
Your objective is to find the treasure hidden somewhere in the pirate ship that will save the family homes of the Goonies which are in danger of foreclosure. The evil Fratelli gang are out to thwart your efforts though.

What we have here is another (yawn) platform game of which there seem to be a number this month. They just won't lay down and die. This one takes the form of a puzzle. So you work your way around the various levels trying to solve the puzzle which stops you from progressing on to the next screen. At each level you control two of the Goonies and you must use both together to find your way on to the next stage.

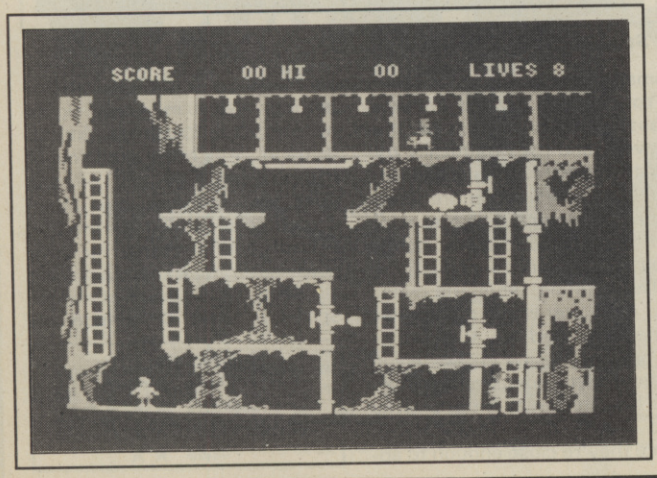
Levels include the house, the pirate ship and the Copper Pot Chamber and they get progressively tougner to solve as you go along. The first screen is easy though and there are only another seven to go, so I have a feeling seasoned arcade adventurers won't be delayed overlong in completing this one.

The gameplay is fairly good but sound and graphics are little more than average. It's a nice touch having to use two characters together though. I suppose there are still many out there who enjoy the challenge of a platform game, but I'm not one. This at least has more depth than most, but it's hardly *Impossible Mission*.

Mike Pattenden



Second screen: avoid being crushed by the blocks and bitten by the roving bat to work your way out of this level. Try turning the wheel maybe.



Graphics	★★★
Sound	★★★
Toughness	★★★
Staying Power	★★★
Value	★★★

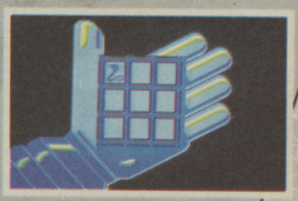
Discover SCARABAEUS

The Emerald Of The Pharoah

An incredible search and survival program in glorious 3D that will test your powers of logic and strategic timing to the full as you travel deeper and deeper into the pharoah's tomb.

But don't take our word for it – read the last diary entry written by the editor of this magazine, (sic – ed) before he began the search for Scarabaeus. We've not heard from him since . . .

"I have begun my quest to find Scarabaeus, the fabulous emerald jewel of the pharoah. It lies buried with the pharoah deep inside his clammy tomb. Alone I enter the deadly portal only to be bitten by a venomous spider! Now my very existence is in mortal danger. I must find the hidden medicines to cure my deadly wound before I am no more! My heart is weaker now and I may not live long enough to search the exhausting and disorientating maze. If I do, I may not have the strength to battle the patrolling zombies and capture frenzied ghosts. Whilst in the maze, I must collect hieroglyphic codes which enable me to locate the key to the Pharoah's coffin, determine medicines from poisons and collect zombie traps. Even without my weakened condition, I must acquire these codes if I am to stay alive! The thought of a new dawn seems distant to me now as I begin my descent into the dark horrors of the Pharoah's tomb to find the mighty Scarabaeus!"



SCARABAEUS

AN INCREDIBLE CHALLENGE

OUT NOW

ON DISK OR CASSETTE

FOR YOUR COMMODORE 64

AVAILABLE FROM ALL GOOD SOFTWARE RETAILERS – *if it's not there, please order it – or in case of difficulty send your crossed cheque/P.O. made out to* **Ariolasoft U.K. Ltd.**, *including your own name and address, to* **Ariolasoft U.K. Ltd., Suite 105-106 Asphalte House, Palace Street, London SW1E 5HS.**

Commodore 64 *Disk* – **£12.95**/*Cassette* – **£9.95**

Prices include P&P. UK orders only. Please allow 28 days from release for delivery.

ariolasoft

HIGH PERFORMANCE PROGRAMS

Little Comput

SCREEN★STAR

Apparently there's supposed to be something living in my 64. It's a load of rubbish, of course, but Activision insist it's true and they've sent me over some software to lure it out. They tell me it's a house. Ridiculous, they've finally flipped. Feeling like David Attenborough, I sat down to study the results.

Little Computer People
Commodore 64
Activision
Price: £9.99/cass
£14.99/disk

I don't quite know how to break this to you, but there's a little bloke walking round the house that's just appeared on screen. And what's more he's got his own dog.

His first reaction is to have a wander round the house. The place has got everything. I'm jealous of its amenities. I pay a fortune every month to live in a slum. He's got a TV, hi-fi, computer (a 64, natch) and a piano.

The first thing he does is to sit down at the joanna and rattle the ivories. It's Bach — he's an intellectual, I'd better send him a book. It seems I can send him food, water, records and books just by hitting the appropriate keys. I can even pet him. When he sits in the downstairs chair I can make a lever extend to ruffle his hair. He loves it. Another key makes the phone ring and the door chime.

I'm not sure about this bloke. I didn't ask for him. It's like having a baby dumped on your doorstep. I don't need the responsibility. Who wants a hi-tech goldfish anyway? He can't exactly fetch sticks or protect me from burglars can he?

Wait a minute, what's that noise? He seems to be banging on the screen, what does he want? I can't take this. He's challenging me to poker. How on earth does he expect to do that. Oh, he just flips the cards on the upper screen display. F1 to bet eh? All right then sucker . . .

It's an hour later and he's cleaned me out. Every time it got to an important moment he got up and poured himself a drink or made a sandwich. I'm beginning to dislike this little berk totally. He has annoying habits like leaving doors open and putting records on loudly when you least expect. I tell him so, but he just grins inanely at me, and switches on the telly. I bet he's a Sun reader.

I go to bed and switch the whole thing off. Perhaps he'll disappear or get run over or something. Please.

I dream all night I'm a little man in a computer. A huge face leers at me through the monitor screen. A finger the size of a lamp-post appears and squashes me. I wake up, sweating. It's early but I make straight for the computer and boot the disk up sharpish.

He's still there. Sitting calmly reading the morning paper. I run from the room cursing madly. He'll have to go. Is there, I wonder, a little computer people adoption agency? Perhaps the Salvation Army might take him. Maybe I could volunteer him for overseas service? I leave home for work and he's back at the piano tinkling away at something highbrow. Smartarse.

When I get back from work he's nowhere to be seen. He's gone! I cry with relief and reach for a copy of *Winter Games*. Peace at last. Just as I'm about to wreck his happy home he emerges from the toilet flushing it loudly and washing his hands thoroughly. AAARRRGGHH!!!

I resolved to kill him after he beat me at cards again this afternoon. He's not getting any more food and drink. Apparently they turn green and die. I wonder if you can be prosecuted for it? Is there a Royal Society for the Prevention of Cruelty to Little Computer People? It may become a test case.

I feel like Christie. He keeps going to his water dispenser, glass in hand and going away empty-handed and parched. He looks glum. Good.

He's been to the food cupboard for the nth time and it's bare. He looks very hurt and not a little queasy. I've tried to keep away from the ghastly business, but I'm drawn back to the monitor screen like a ghoul. Perhaps they'll reintroduce the death penalty after this gruesome killing. Where will I dump the body? They must be building a motorway somewhere.

He's made his way upstairs and sat at the typewriter. He's hammering away at the keys and now there's a message printing out at the top of the screen. Oh no! He's appealing to my humanity. He wants his drink bowl filled up and some food delivered. He calls me friend.

He's dashed off several letters asking for mercy and I've had an idea. I can't go through with it, but seeing as how he's such a good typist he could be my personal secretary. Answer the phone, bash out my reviews — that kind of thing.

It's decided then. We've come to an agreement and I now realise how fond of him I am. No home should be without one. Why not ask Activision if they'll give you one too?

Mike Pattenden

Graphics	★★★
Sound	★★★
Toughness	N/A
Staying Power	★★★★★
Value	★★★★★

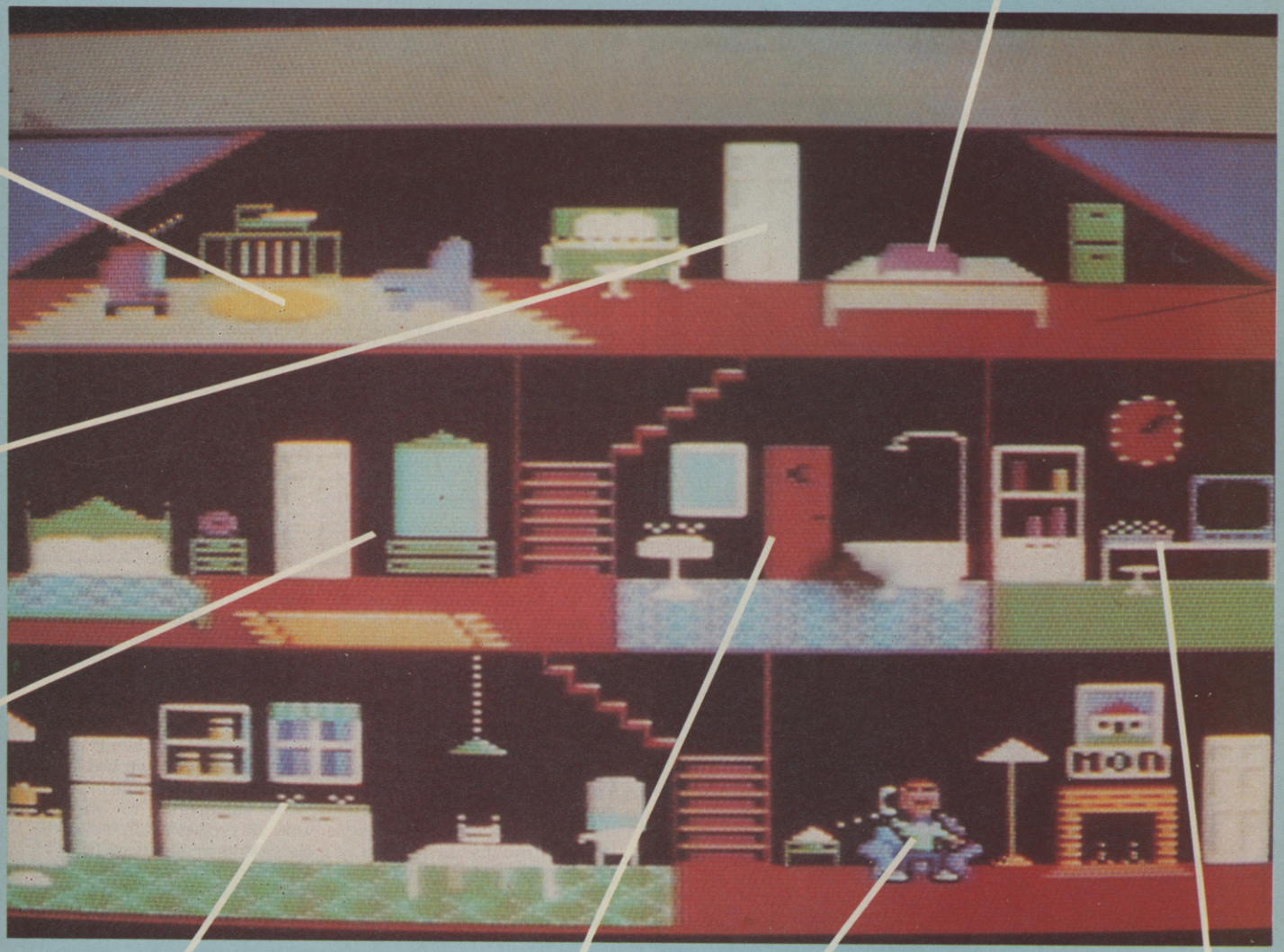
RECREATION ROOM: Bit of a gadgets man. Colour T.V., stereo (appalling taste in music) and piano. All LCPs are accomplished pianists. They're natural performers as well so they don't need much provocation to sit down and tickle the ivories.

THE CLOSET: Seems to be popular. LCPs frequently retire in here and remain out of sight for some time. No-one knows what they get up to. Even LCPs need privacy.

BEDROOM: He's not a great sleeper but if he does go for a kip you can always wake him up with the alarm clock.

ter People

THE TYPEWRITER: He's a whizz at the keyboard. He has to be, because although he can speak, his burbles are indecipherable. His written English though is very good. Needs no prompting to sit down and fire off a few letters. Often very sarky ones.



THE KITCHEN: The way to an LCP's heart is through his stomach. Keep him well fed (and the dog) and top his water dispenser up regularly.

BATHROOM: Your pet person spends a lot of time in here. Must be all that water he drinks. Very hygienic with it. Get him to have a shower. (Ha ha).

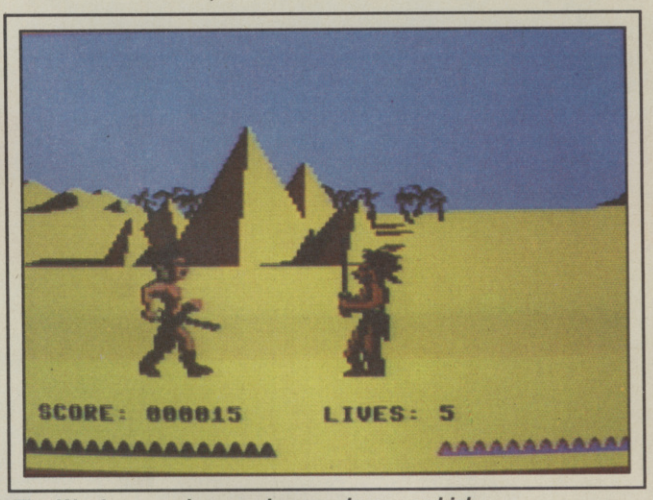
LIVING ROOM: Likes his armchair — possibly because this is where he gets petted. A lever extends from the wall to pat him fondly at the press of a couple of keys. The door leads out to a wood pile.

COMPUTER ROOM: Often sneaks in here for a quick shoot 'em up. It's a 64 of course. Lucky owners may spot his Commodore User collection on the bookshelf.

Fighting Warrior
Commodore 64
Melbourne House
Price: £7.95/cass

Violence seems to be a way of life at software houses these days. None more so than Melbourne House, who've already had a smash hit (geddit?) with *Exploding Fist* and have another biggy up their sleeves in the shape of *Rock and Wrestle*. If whacking a succession of living creatures to death is your idea of a relaxing evening, *Fighting Warrior* could be just the program you need.

The structure of the game is rather similar to Ariolasoft's *Karateka*, except that this time it's set in ancient Egypt. The idea is to battle through a sequence of scrolling screens in a bid to rescue a beautiful princess. Barring your way are various strange, violent creatures — the Egyptian equivalents to a werewolf, a dragon, a panther, an armoured knight, and so on.



The Warrior sword can swing up, down, and jab.

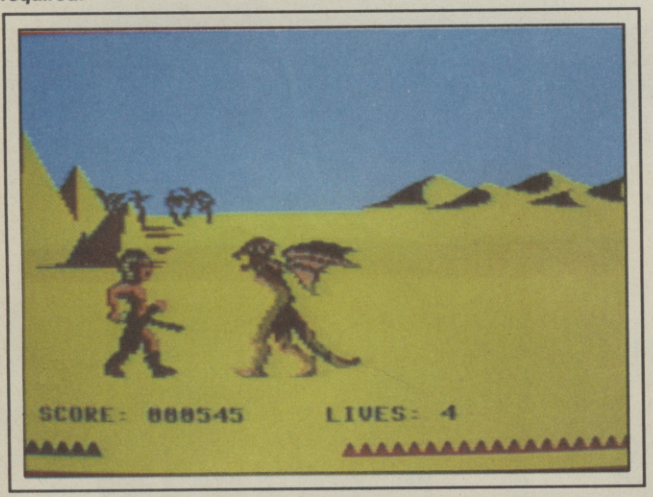
You have to despatch these in a series of one-to-one combats. At your disposal is a blunt sword which you can use in three different ways — a jab, an upper swing and a lower swing. The only other movement options (all joystick-controlled) are ducking, jumping and walking left or right — much less variety than in Fist.

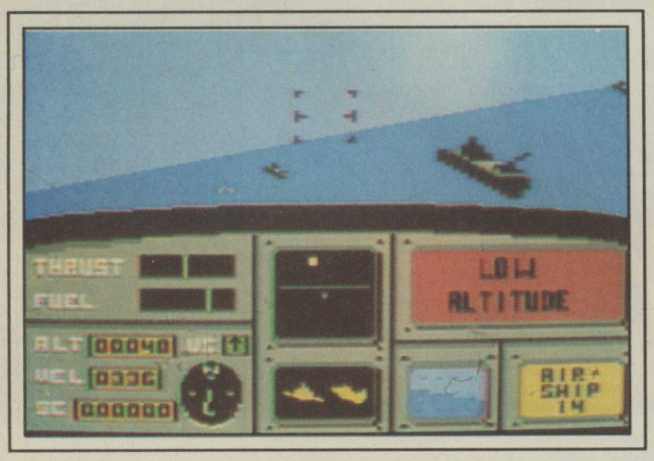
The progress of a fight is revealed by two energy gauges at the bottom of the screen for you and your opponent. Every registered hit causes these to fall, and reaching zero means death for your opponent, or in your case the loss of one of five lives.

Should you survive a fight, a magic vase appears for you to swing at. If you can hit it you may be transported to a change of background and more advanced stage of the game, barren desert locations eventually giving way to the inside of a temple. It's up to you to learn which vases are worth swinging at.

Even though combat games

Below — the winged dragon is difficult to kill — 20 direct hits are required.





A.C.E.
Commodore 64
Cascade Games
Price: £10.95/cass

Most of the best flight simulators are a compromise between cockpit realism and entertaining, playable action. ACE (Air Combat Emulator) seems to have found the right balance very nicely indeed.

The depiction of the cockpit may not be as stunning as *Spitfire 40*, or *Dambusters*, the outside views may be a little crude, but the action itself is fast, compulsive and full of variety.

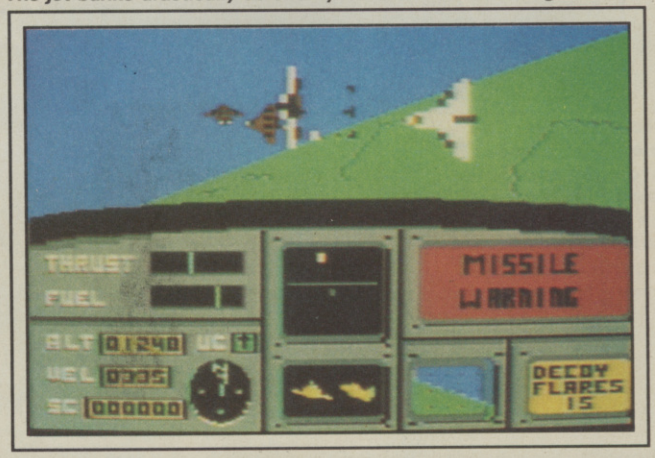
Perched behind the controls of an unidentified high performance jet, your mission is to wipe out an entire invasion force of tanks, anti-aircraft missiles, helicopter gunships, jet fighters and an offshore fleet. To do this you need to develop a host of skills: taking off and landing, refuelling in mid-air, dog-fights, correct targeting of ground forces, and avoiding missiles and anti-aircraft fire.

Each of these is pretty involved. For example mid-air refuelling requires you to manoeuvre behind a tanker plane at precisely its altitude and velocity. In dog-fights you have the option of using cannon or air-to-air missiles and must make constant use of the special radar facility which indicates the precise position of the enemy craft. Missiles can either be outmanoeuvred or thrown off course by use of a limited number of flare decoys.

The instrument panel very effectively tells you all you need to know. As well as the radar screen, there are thrust, velocity and altitude gauges, a compass, roll and pitch indicators, a rear view camera and weapons selector. There's also a score indicator — an example of the sensible way the program won't take the constraints of reality too far.

Should you find all this information still doesn't stop you be-

The jet banks drastically as enemy missiles find their target.



are all the rage at present, this one has several limitations. For a start, although the various characters look suitably sinister, especially when they start whacking each other over the head, the graphics are blocky and lack the smoothness of the animation in *Fist*. The backgrounds aren't particularly special either.

More importantly, I found the combat itself became uninteresting very quickly. There aren't enough choices to allow you to develop detailed tactics. Although the different creatures don't all behave the same, most fights, especially against the ''panther'' and the winged creature, are a matter of simple brainless bloodletting, with the winner normally being the side which starts the fight with more energy.

If you're still thirsty for blood, maybe you should wait for *Rock and Wrestle* which, unlike this, is from the programmers of *Fist*.

Chris Anderson

Graphics	★★★
Sound	★★★
Toughness	★★★
Staying Power	★★★
Value	★★★

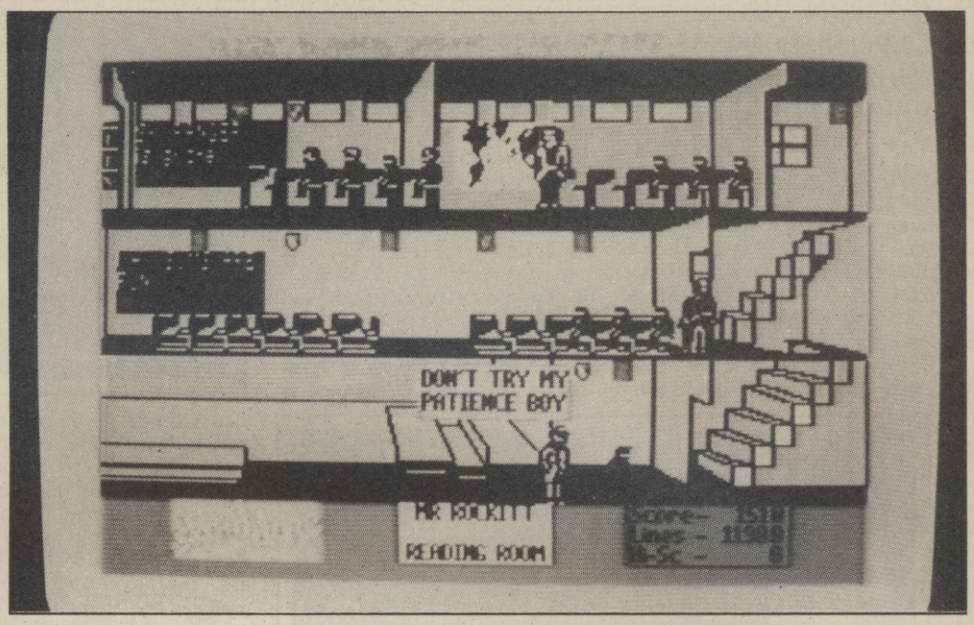
ing shot down or running out of fuel, you have the option of trying to guide the plane back over allied territory and ejecting. You can then continue the battle in another aircraft.

One of the program's main assets is its sound. Not only are there very realistic aircraft and battle noises, there's also speech, which is used by your on-board computer to say things like ''Missile warning'' and ''Low altitude''. Although the speech is fairly crude, it does sound remarkably like aircraft cockpit radiospeak, thereby adding considerably to the atmosphere. And for once it isn't a gimmick — the speech gives you important information.

Until now Cascade Games have made their money sending out mail order tapes stuffed with vast numbers of pretty lousy programs. This is an impressive entry into the world of real software. It's a bit expensive but you do get a watch into the bargain.

Chris Anderson

Graphics	★★★
Sound	★★★★
Toughness	★★★★★
Staying Power	★★★★★
Value	★★★★



The Headmaster gets angry — Adrian and Pandora wouldn't let their teachers talk to them like this.

Skool Daze
Commodore 64
Microsphere
Price: £8.95/cass

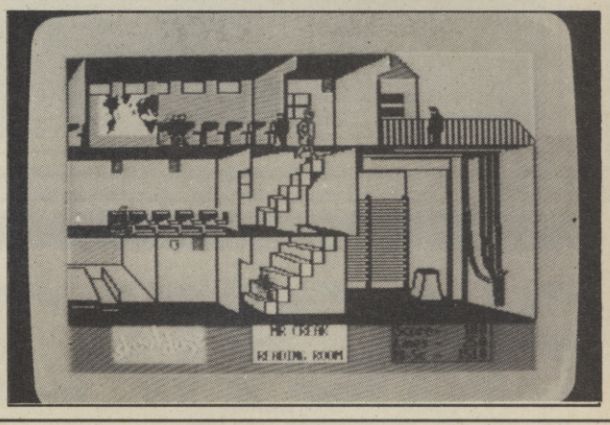
Spectrum owners raved about *Skool Daze* when it appeared last year. Now you can join in the fun as Microsphere have just completed the 64 conversion.

The action takes place in a strict boys' school where lines are handed out like they were going out of fashion.

Skool Daze is a sort of levels and ladders game but it has a hell of a lot more to it than that. The basic idea is to stay out of trouble, avoid getting lines, and increase your score.

Points are earned by jumping up and touching the shields that are hanging on the walls all over the school. It is not always easy to reach the shields and you may have to knock down a pupil or teacher to stand on to give you the extra reach.

Opening the safe in the headmaster's room also earns you extra points. It's not easy though — you will need to crack the code to get in.



Above — stay out of the gym — no points there.

The teachers bark out tellings-off from speech bubbles. The headmaster, for example, turns up from time to time in the corridors and threatens to ''cane the whole lot of you if you don't keep quiet''. Mr Whacker stalks the corridor with his cane in his hand ready to punish anyone who steps out of line.

It's not just strict teachers that you have to watch out for. The bully is always ready to sock you in the mouth, or shoot you with his catapult. The Swot and Boy Wander will tell lies about you to the teachers as well — which can result in even more lines. It would never happen in Grange Hill — that's all I can say.

Eugene Lacey

Graphics	★★★★
Sound	★★★★
Toughness	★★★★
Staying Power	★★★★
Value	★★★★

This stern looking teacher is not Mr Whacker from *Skool Daze* come to life.

It is, in fact, the proud programmer — David Reidy.

Mr Reidy — or Sir as he prefers to be called — thinks that one of the best bits of *Skool Daze* is that you can alter the names of the teachers at the beginning of the game, giving the nicknames of the teachers at your school.

Sir has kindly donated five copies of *Skool Daze* to the G-Force. These will be given to the readers who send us the funniest nicknames of school teachers. You must tell us how the name came about.

Don't worry about getting into trouble with your teacher as we also have a secret prize to keep them sweet. (Psst. I hear from a reliable source that it's a signed photo of Keith Joseph.)

Entries should be sent to Teachers' Nicknames, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

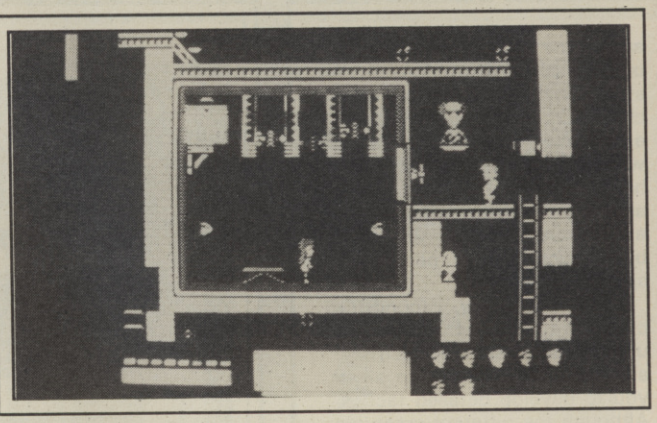
Dynamite Dan
Commodore 64
Mirrorsoft
Price: £7.95/cass

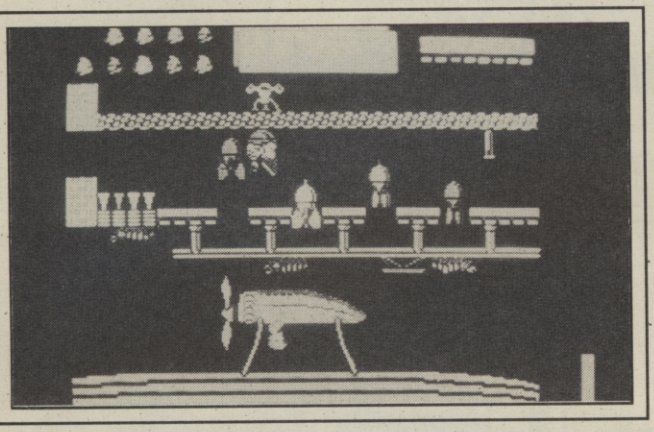
It's Dynamite Dan to the rescue as the evil Doctor Blitzen threatens the world with his Super Psychon Mega-Ray. Dan is the super spy hero of this platform-style arcade adventure.

The plans for the Mega-Ray have been sealed in a safe by the Doc's glamorous assistant — the inscrutable Donna. To get at the blueprints Dan has to locate eight sticks of dynamite hidden all over Blitzen's rambling cliff-top hideaway. The explosives can be used to blast the safe so that Dan can grab the plans and escape in his hot air balloon.

First impressions of *Dynamite Dan* are likely to be yawns of "Oh no, not another platform game". It would be a pity to dismiss it for this reason alone as it is an excellent implementation of an admittedly hackneyed theme.

Lots of nasties inhabit the rooms requiring really precise leaps and planning. Mapping is also essential if you are to avoid getting lost. There are lifts and moving platforms to ride on, providing a welcome rest from the hazards of exploring on foot.





What sets this game apart from the dozens of other games are the excellence of the graphics and animation. The colours are razor sharp and the movement of objects is flawless. Another nice touch is that each time you play the sticks of dynamite, food, and other objects you need to collect are left in different positions.

One of the disappointments of the game is that it is simply a left, right, jumper — utilising only three of the keys. It would have been nice to have some other actions — say a gun, or a couple of Bond-style gadgets at the ready. But this is not to detract from what is a nice, simple and incredibly addictive game. I'm not ashamed to say that this platform game kept me glued to the screen for an entire weekend.

Eugene Lacey

Graphics	★★★★
Sound	★★★
Toughness	★★★★
Staying Power	★★★
Value	★★★★

APPROVED
for use with telecommunication systems run by British Telecommunications in accordance with the conditions in the instructions for use

TANDATA FOR

Tandata's complete communications package for the Commodore 64 includes a Tm 110 smart auto-dial modem and matching Micropack complete with software, cable and instruction manual.

In short, everything you need to turn your 64 into an instant powerful viewdata terminal. You can access Prestel, including Micronet 800 and Viewfax, download telesoftware programmes – many of them free of charge, shop by post and carry out home banking. You can even send and receive messages and telexes.

And Tandata's special Christmas promotion of only £99 (plus VAT & Carriage) saves you £42 off the usual price!

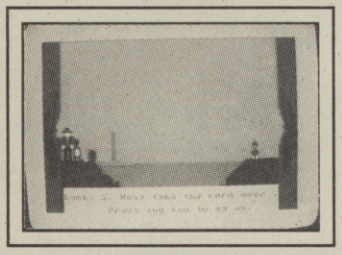
INSTANT AUTO-DIAL

Plug the ROM cartridge into your CBM 64, connect it to the Tm 110 modem, and you're ready to go.

Magic
Commodore 64
Macmillan Software
Price: £8.95/cass

If I was a magician I would make this piece of software disappear. Why? Because it's a rip-off. It's got nothing to do with magic, bar the title. The respected magicians' group — the Magic Circle — ought to be ashamed to be associated with it.

The box blurb claims you can: "Use your computer to rehearse a range of great tricks". In actual fact, all the software does is turn your 64 into a glorified calculator. Not a very good one at that, as you have to do most of the sums for the 'puzzles' on a separate piece of paper.

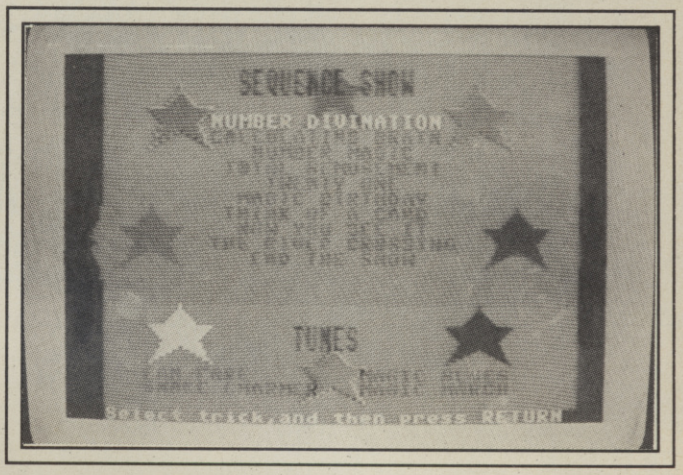


What have these puzzles got to do with magic? Well you might ask, for only three of the eight 'tricks' can really be called magic at all. One of these, a choose-a-card type trick, is reasonably good, but you really don't need a computer and piece of software to do it. A pack of cards and a book from the Public Library is just as effective — more so, in fact, as you probably won't have your 64 with you the next time you go on holiday, or a long train journey.

One of the challenges on the tape is a logic puzzle in which you have to get a farmer, his chicken, bag of corn, and his fox safely to the other side of the river on one raft without the chicken eating the corn, or fox eating the chicken. No — I don't know what a farmer wants with a fox either.

Each trick has a menu for you to choose: *Rehearse, Magic*, or *Magicians' Tips*. Magic explains how the trick works, Tips tells you how to present it, and Rehearse is (surprise, surprise) a rehearsal of all the stages.

The problem with each trick is that when you have chosen one you are stuck with it. To get another you have to reload the tape.



A 36-page booklet is also in the box. This teaches you another 18 tricks with words and pictures. The trouble with this is that it does not interact with the software in any way — as you might expect. You will be able to learn a few tricks from it but as a book on magic it must be considered a bit thin to say the least.

Overall I was disappointed with *Magic*. The price, packaging, and Magic Circle endorsement led me to expect a lot more.

Eugene Lacey

Graphics	★★
Sound	★★
Toughness	★
Staying Power	
Value	★

COMMUNICATIONS FOR YOUR 64.

Autodial up to 8 telephone numbers with a single keystroke – the modem will automatically log-on to Prestel, or re-dial if the number is unobtainable. The internal loud speaker, LED's and screen messages monitor call progress of the built-in V23 (1200/75 bps) smart modem.

COMPLETE SOFTWARE FEATURES

The software, instantly available when you switch on the cartridge, covers virtually all your communications requirements. Full colour Prestel, or conventional scrolling terminal, with its own editor for easy off-line message preparation. Pages and data can be stored to disk/cassette or recalled and can be printed. Programs can be downloaded using the telesoftware downloader.

It's ideal for Prestel, Micronet 800, Viewfax 258, private viewdata systems, Easylink, Telecom Gold and many Bulletin Boards.

FULL SUPPORT

A telephone Help Disk gives you full support, and an Installation service is available for business customers.

To order your sample Tandata communications package of modem and software and all leads for your 64 or to find out more, simple complete the coupon.

Tandata

Tandata Marketing Limited

Albert Road North, MALVERN, Worcs. WR14 2TL.
Telephone: 06845 68421. Telex: 337617 Tandat G.
Prestel*799# Telecom Gold 81 : TANOOI

Please send me a Tandata complete communications package for the Commodore 64 at £116.15 (including VAT and carriage)

I enclose a cheque made payable to Tandata Marketing Ltd. OR charge my ACCESS/VISA number

Expiry Date

I would like further details on your Commodore 64 communications package ☐ (please tick)

Name

Address

Send to:
Tandata Marketing Limited,
Albert Road North,
Malvern, Worcs. WR14 2TL.

Prestel is a registered trade mark of British Telecommunications plc. Micronet 800 is the trading style of Telemap Ltd. and British Telecommunications plc.

CU/03

Geoff Capes recently demonstrated his game on the new TV programme Splash.

Two G Force members were there to tackle him afterwards to quiz him on his comments to the viewers that the game "is very realistic and playable".

To win one of ten free copies we have to give away write in and tell us the names of the other three famous sporting personalities featured on Splash the same day as Geoff.

Capes' Capers

Geoff Capes chances a right as our Ed makes a puny bid to hold on to that powerful left.

Geoff easily shakes him off with a reach for, er, his knee caps. But Hot Shot Mike Pattenden is still hanging on.

Two investigative reporters get their heads knocked together by one celebrity who ain't standing for no press harrassment.

Of the dozens of games now available with famous names on them, Geoff Capes Strong Man is more directly to do with that which Mr Capes is famous for than most other name-games.

Six strong man events are on the tape: the Truck Pull, Barrel Loading, Sumo Wrestling, Log Chopping, Ringing the Bell (the Hit a pin with a mallet — fair-ground game) and Tug O' War.

Your man on screen is a miniature bearded Geoff Capes.

To make him perform the various events you must move a screen cursor to the icons that represent Geoff's main muscles.

By correctly following the sequence of flashing muscle-icons and pressing the fire button you slowly make Geoff perform.

The quicker you follow the sequence the more energy Geoff has in his limbs and the quicker he will perform.

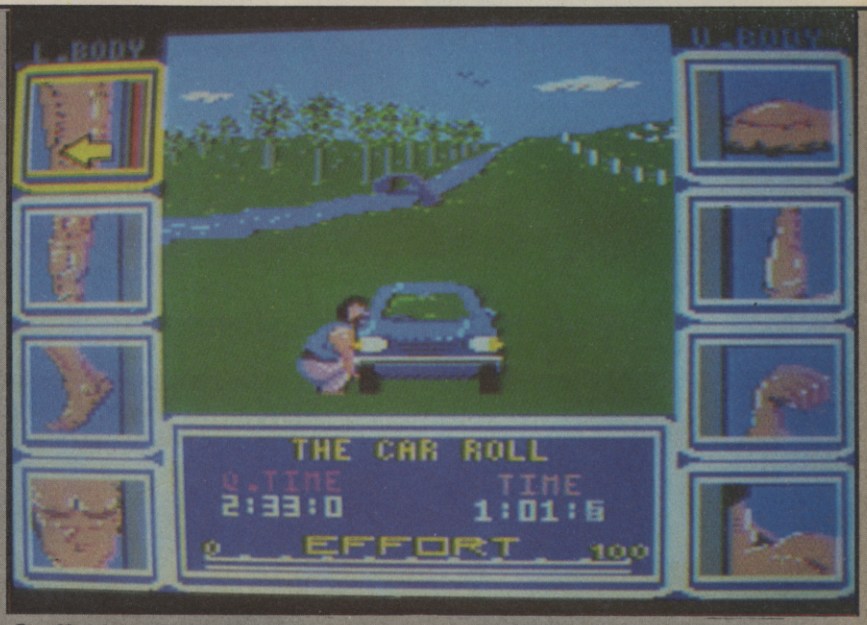
The amount of energy available for use depends on your performance in the energy test at the beginning of the game.

This is a good old joystick jerker — a la Daley Thompson's Decathlon.

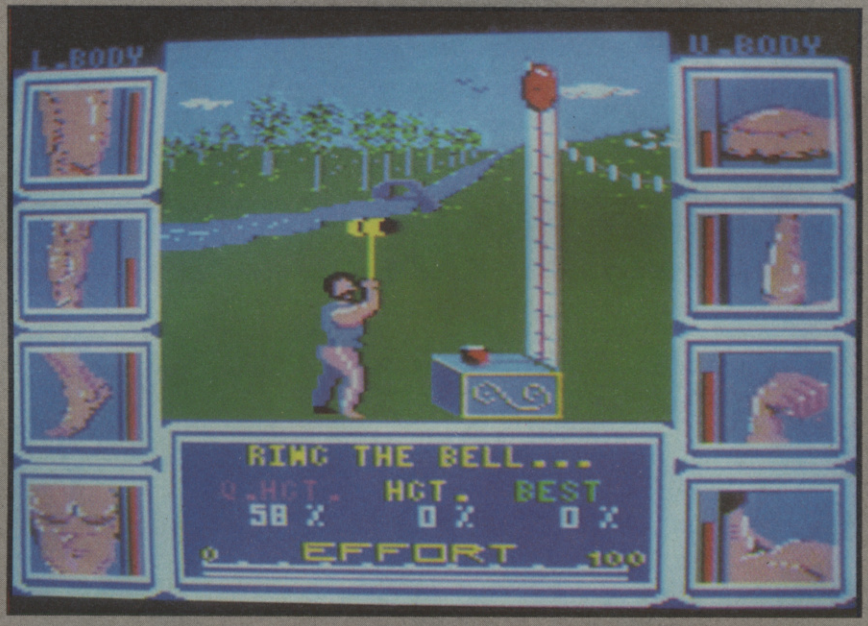
The amount of energy you earn at this stage — indicated by a bar chart at the bottom of the screen — governs the amount of energy you can allocate to the various muscles in each of the events.

The screen shots that you see in this preview were taken off an Amstrad as the Commodore version was not quite finished when the magazine went to press.

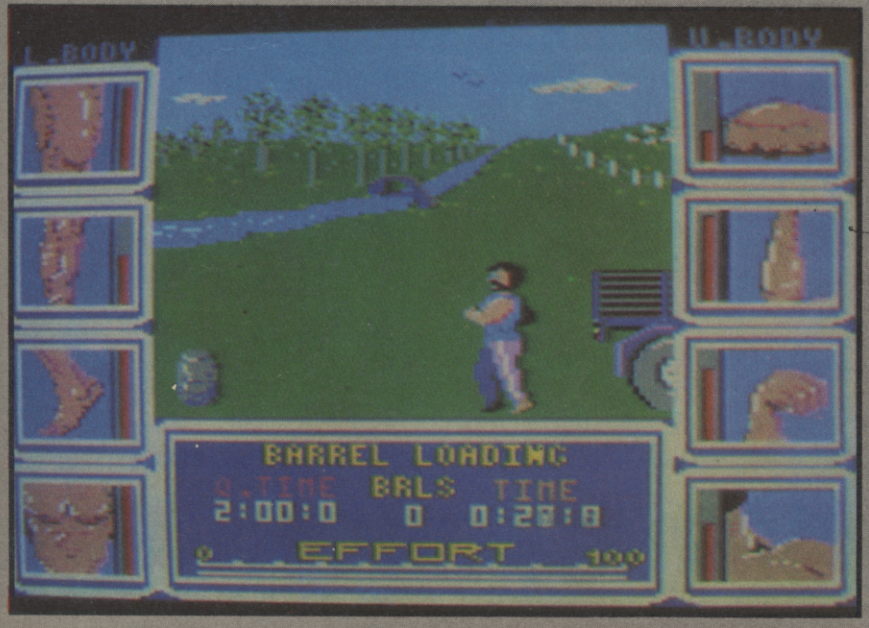
Look out for a full G-Force review of Geoff Capes' game in next month's issue.



Geoff solves the problem of wheel clamping.



Put the hammer down to ring that bell.



Roll out the barrel and onto the truck.

ROCK'N WRESTLE

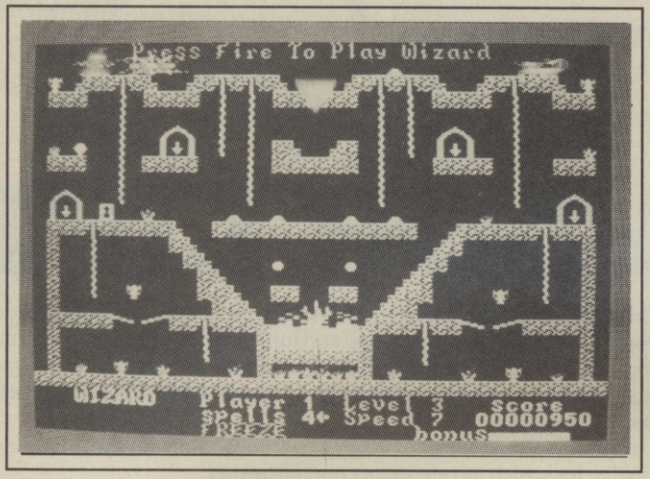
Rock'n Wrestle–the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible–over 25–including the atomic drop, aeroplane spin, piledriver, body slam, back breaker, arm twist, elbow drop and turnbuckle fly.

Rock'n Wrestle–the challenge begins here!

Available for Spectrum £8.95, C64 and Amstrad £9.95.

from **MELBOURNE HOUSE**

Melbourne House (Publishers) Ltd., Castle Yard House, Castle Yard, Richmond, TW10 6TF.
Trade enquiries call 01· 940 6064
Available from selected branches of Boots, WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens,
Spectrum Shops, and all good software dealers



Wizard
Commodore 64/128
Ariolasoft
Price: £9.95/cass
£12.95/disk

A platform game is a platform game is a platform game. *Wizard* is a platform game. Nothing wrong with that. Every now and then another one turns up that is so good it puts all the others in the shade. *Monty on the Run* for example.

Wizard isn't quite in the Monty mould, but it does have a few notable characteristics which set it apart. The game itself is typical platform fare. You control Wilfred Wizard — up and down ropes, 45 degree walls, ladders etc. Wilfred likes to collect bars of gold, pearls, chalices etc. from obscure parts of the screen. Ghosts, monsters, zombies etc. try to thwart him. So far so predictable.

When you get fed up with one screen, by collecting a key and taking it to the keyhole you can move on to the next. The keys also give Wilfred the power to cast spells. He can become invisible (which tends to hinder you, rather than anyone else), teleport himself and hurl fireballs and numerous other things.

There are forty screens to work your way through, but if that's not enough then you can construct your own. Either starting with a clear screen or by altering one of the existing ones you can build walls, hang ropes, position treasure, keys and animated monsters, define Wilfred's starting position and the number of spells he has. Ariola hardly mention this facility on the packaging which is surprising considering it's probably the game's only outstanding feature.

There are actually a couple of other things worthy of a mention. As well as six different levels, *Wizard* also has ten different speeds. So if things are a little slow you can zip 'em up. There is also a top ten roll of honour which automatically saves to disk.

Just to end on a sour note. Each screen loads separately, which is fine if you're using a disk drive but could be tedious for cassette users.

Ken McMahon

Graphics	★★★
Sound	★★★
Toughness	★★★
Staying Power	★★★
Value	★★★

Scarabaeus
Commodore 64/128
Ariolasoft
Price: £9.95/cass
£12.95/disk

Scarabaeus is the fabulous emerald jewel of the Pharaoh. Being something of a materialist and not wanting to go without in the afterworld, he's had it buried with him. You, being more concerned with riches in this world, are out to rob him of it. This task, however, is not without its dangers.

The first mortal threat hits you pretty early on when you are bitten by a venomous spider. Fortunately, death is not instant as this would make the game pretty shortlived.

Scarabaeus is basically a 3D maze on three levels, but there is much more to it than simply finding your way around. On level one you must accumulate nine hieroglyphics which form a 3 × 3 grid or key which is used on level two. The hieroglyphics are obtained by capturing the ghost which wanders the maze — not a difficult task since pulling the joystick back provides a map showing exactly where he is. This shouldn't take more than a couple of minutes and you can then take the lift to level two.

Now things get complicated. This maze is dotted with niches in which you will find potions and zombie traps. You must select the eight good potions (spider bite antidote) which are indicated by a panel matching your hieroglyphic key. WARNING! Selecting the wrong potion can seriously damage your health, as can being caught by the spiders which guard the niches.

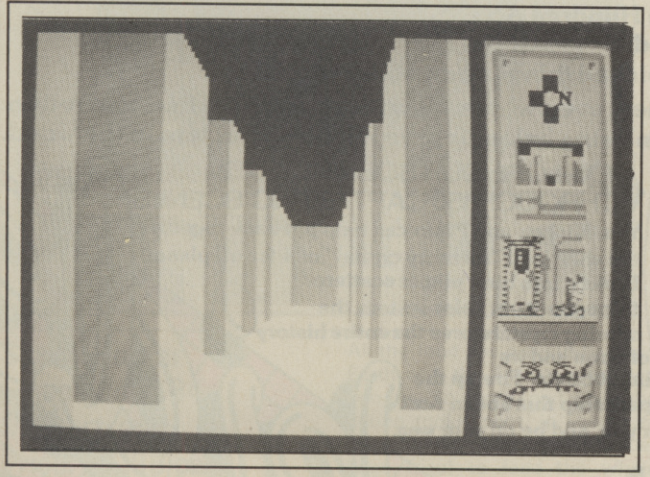
Nearly there! Now all you have to do is open one of the eight doors to the Pharoah's tomb on level three. This is done by moving hieroglyphs on the centre columns so they match the outside ones, rather like one of those little plastic word puzzles. Before you can do this, though, there is some more medicine to find and, of course, you have to watch out for the zombies.

As a game in its own right *Scarabaeus* rates pretty well. The graphics are good — I was particularly impressed with the 'scrollerama' maze. However, comparisons are bound to be made with Ultimate's *Entombed*, which for my money is by far the better game, at least in terms of graphics. Perhaps *Scarabaeus* will appeal to the more cerebral games enthusiast.

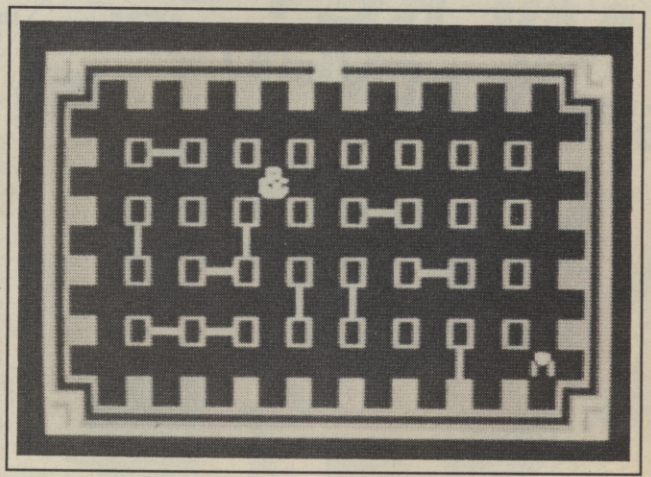
Ken McMahon

Graphics	★★★★
Sound	★★★
Toughness	★★★
Staying Power	★★★
Value	★★★

If the ghost is proving elusive . . .



. . . the map reveals his whereabouts.



SIERRA

Walt Disney
PERSONAL COMPUTER SOFTWARE

Walt Disney Personal Computer Software

PLAYING FOR FUN
LEARNING FOR LIFE

Walt Disney Personal Computer Software is designed to make the learning of basic, everyday skills and the development of knowledge a happy and fun-filled experience. Any child will be captivated by the stunning graphics, the familiar and delightful characters and the scope of the compelling and challenging activities in which they become engaged.

A truly remarkable series of educational software, with the unquestioned quality for which its originators are renowned.

DONALD DUCK'S PLAYGROUND

DOUBLE CASSETTE £9·95

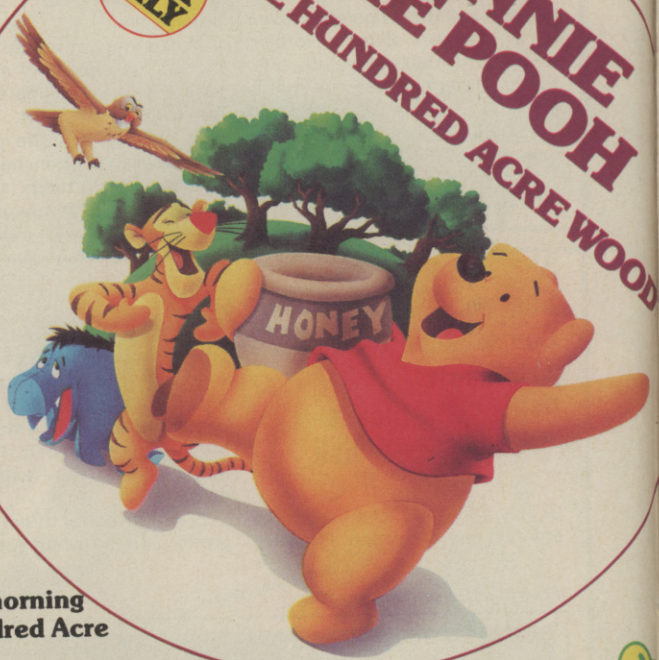
A FUN-FILLED WAY TO LEARN ALL ABOUT MONEY

Donald's mischievous nephews – Huey, Dewey, and Louie, would love to have a playground of their own. You can help kind-hearted Uncle Donald build them one.

DISK & DOUBLE CASSETTE

WINNIE THE POOH IN THE HUNDRED ACRE WOOD

DISK ONLY



IT'S A DIFFERENT GAME EACH TIME YOU PLAY

A blustery wind came up this morning in The Hundred Acre Wood; it picked things up and blew them everywhere. Now it's up to you to find and return missing belongings to all the characters in the wood.

MICKEY'S SPACE ADVENTURE

DISK ONLY

EXPLORE OUR SOLAR SYSTEM THROUGH 150 CAPTIVATING SCENES

You, Mickey, and Pluto can help put back together the shattered "memory crystal" of a far-off planet. Broken into nine pieces scattered throughout our solar system, the missing crystal stores the entire history of Oron and its inhabitants. Fire up the spaceship that's been sent for you, and be on your way.

CBM 64 £12·95 DISK

Kids!

U.S. GOLD

Zyto
Commodore 64
Rabbit
Price: £3.99/cass

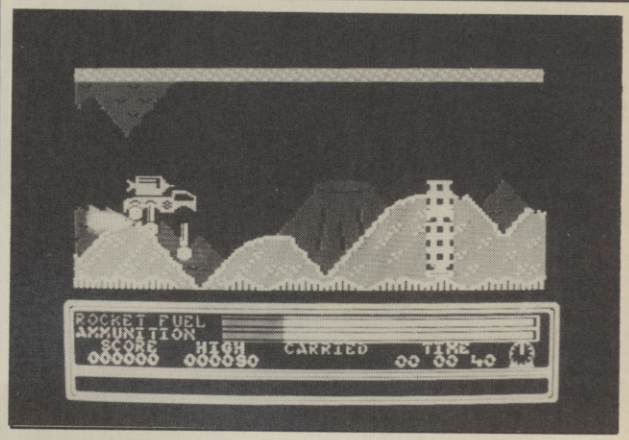
Just like a Christmas pud, all the familiar ingredients are in there . . . somewhere. What Rabbit (Virgin's new 'better than yer average cheapie' label) have cooked-up is a spacey arcade adventure, biased towards action, which is really rather good and doesn't betray its 'half price' tag at all.

Mean, death-dealing brute that you are, your latest hankering is to guide a lethal war machine (actually it's a quaint combination of buggy and roving rocket) down through the six levels of a subterranean fortress till you reach the soft underbelly of the omnipotent, oppressive empire where you get to cut loose with your laser, pulverising their floating city.

If you manage to fly through the patterned control panels in a particular manner you will crack a code which in turn cuts off the electricity supply. Beware, the defences can be turned back on by sloppy flying! Collisions, either with the cave walls or defender craft, make the rocket progressively more difficult to handle. To complicate matters further, six segments of a bomb have to be assembled just outside the final protective barrier prior to the final shoot-up.

There's quite a lot to this game. Your power packs need refreshing and you can't leave the buggy unprotected for too long. Shooting, flying skills, code breaking and just a dab of humour add to the feeling that there's four quid well spent here.

Laurie Sampson

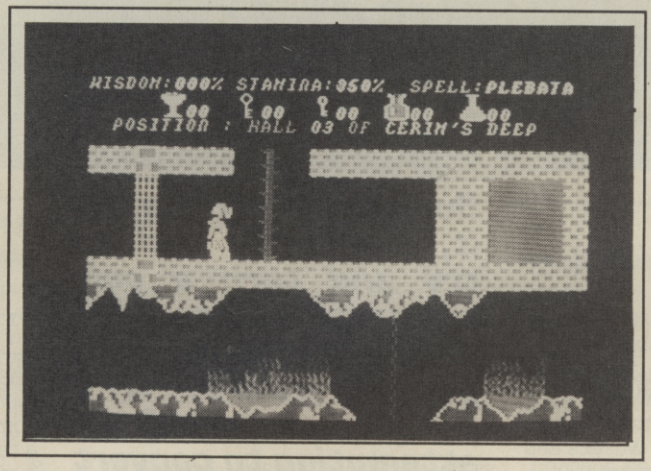


Graphics	★★★
Sound	★★
Toughness	★★★
Staying Power	★★★★
Value	★★★★★

Doriath
Commodore 64
Rabbit
Price: £3.99/cass

Split fairly and squarely between adventure and arcade, this game is sufficiently well presented to summon up that mood of Dungeons and Dragons.

Forget any notion about this game being tailored to a low price, you even get "Hall of the Mountain King" as musical accompaniment, with no skimping on pictorial features either. Among the nasty natural phenomena that smite the unwary on every screen are spurting geysers, corrosive droplets and showers of sparks.



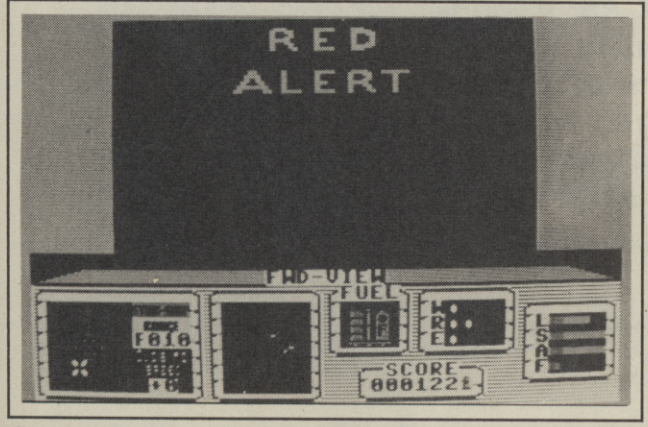
You start off in hall number two, with a full complement of energy, one spell and a hazy notion that someone, somewhere is guarding a coronet. Spells can be hurled with great effect to vapourise various sentries. However, like *Sorcery*, you need to collect a library of spells to overcome your various foes. I've never come across "fungata potions" before, but now I realise (silly me!) that these are of prime importance in counteracting the narcotic effects of magic mushrooms (did someone mention Charles Goodwin?).

Eventually you build up a picture of the geography of the underground kingdom and start to assemble the clues, in the shape of scroll fragments.

A good helping of entertainment for those itching to get lost in a labyrinth.

Laurie Sampson

Graphics	★★★
Sound	★★★
Toughness	★★★★
Staying Power	★★★★
Value	★★★★



Space Hunter
Commodore 64
Mastertronic
Price: £1.99/cass

All the food has run out back on Earth and the folks are getting hungry. So they send you, the young rookie pilot, in search of enough Big Macs (no pickle, large fries) to feed the whole planet. Such culinary delights, referred to in the game as food, are to be found on the huge transporters which roam the galaxy. The radar and tracking computer tell you where the food transporters are, then it's up to you to navigate a course.

Now you must roam the ship on your *Strangeloop* style robo bike in search of a bite for the folks back home. While you're there you may as well help yourself to the odd bits of equipment carelessly left about the place. Of course, it's not simply a case of grab it and run, the transporter's guards will do their best to bump into you and deplete your energy reserves.

Your shopping spree completed, it's time to head back to the ship and go in search of another transporter. At this point I was beginning to get a little bored when, whammo! — I was beset by marauding alien ships in their hordes. The aliens put paid to my space exploits several times before I discovered the perfect battle plan which, to put it mildly, was a stroke of genius. I threw the ship into maximum reverse thrust, giving me more time to pick the attackers off. Once they get behind you, you're done for.

For two pounds, Earth money, *Space Hunter* must be one of the best quality low-priced games in the galaxy.

Ken McMahon

Graphics	★★★
Sound	★★
Toughness	★★★
Staying Power	★★★
Value	★★★★★

The Young Ones

Somebody had to do it, somebody had to try and turn a cult sitcom loony TV program into a computer game. Are Orpheus mad in attempting to convert the humour of the Young Ones into pixels? Mike 'the cool person' Pattenden headed off to a converted smithy in the rural centre of Hatley St George in the middle of nowhere to see if it could be done.

It took a couple of series before most people latched on to the crazed lives of *The Young Ones*. Once they had, mind, everyone was going round behaving like Rik, calling each other 'complete and utter' wotsits and moaning about 'heavy bummers'.

It was shortly afterwards that two devotees decided to write a computer game around the programme. John Marshall and Paul Kaufman loved every minute of the series and coincidentally Paul just happened to be the Managing Director of Orpheus and John the programmer of the company's faerie hit *Elidon*.

Funny haha

"It was a daunting prospect I admit", explains an elegantly quiffed John Marshall, "Humour can't be programmed in 4×4 blocks". It was made harder by the fact that they had to educate the Young Ones about computers. "They thought an arcade game was something you put ten pence in whilst you were in the pub", says Paul.

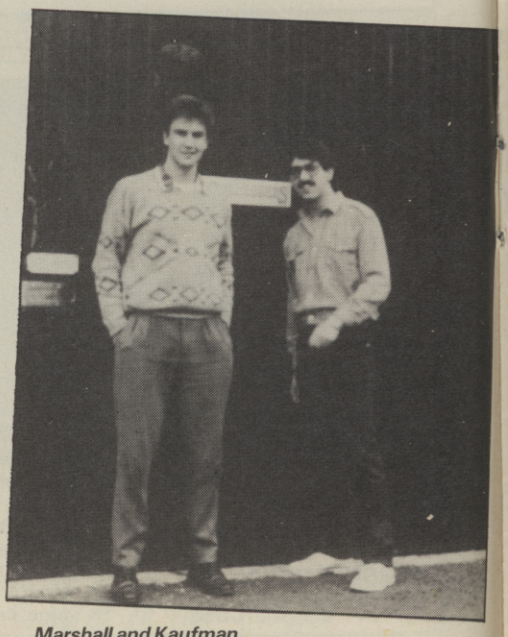
Not that the game is a simple arcade job involving Rik leaping around platforms picking up keys. God forbid I should ever have to review another of those. Anyone who saw the demo at the PCW Show will have a vague idea but for those of you who didn't [most of you I expect] it's an arcade-cum-adventure sort of thing along those lines. Know what I mean?

Think of a cross between *Spy vs Spy* and everything you've heard about Activision's Computer Person game, then forget I ever mentioned them. "Actually I think David Crane could have gone further with that game," John takes up my point, "We've got four characters doing what his pet person does." It should be four times better then, on that basis, but I doubt if it could be that good.

The plot

Basically you choose to be one of the four characters in the series and the computer controls the rest. You have a task to do, but you are not told what it is, though you are given hints.

The screen depicts the ground and first floor of the house. Doors lead to



Marshall and Kaufman.

We always suspected Mike of good taste, but what more can you expect from a hippy?

halls and stairs and to other rooms, but this is not an exercise in mapping ability. The top of the screen tells you what you are carrying at the time. You may perform three essential things: walk, talk and perform an action [such as hitting someone.] These are selected with the joystick and performed automatically. Talking is keyed in and appears in the form of speech bubbles.

"We tried to take the stock characteristics of *The Young Ones* as people and transfer them to the game. Above all else they wanted the style of the series retained", says John, "and I think you'll find we've done that." How do all four characters interact, though, I asked, bemused.

I'll be your puppet

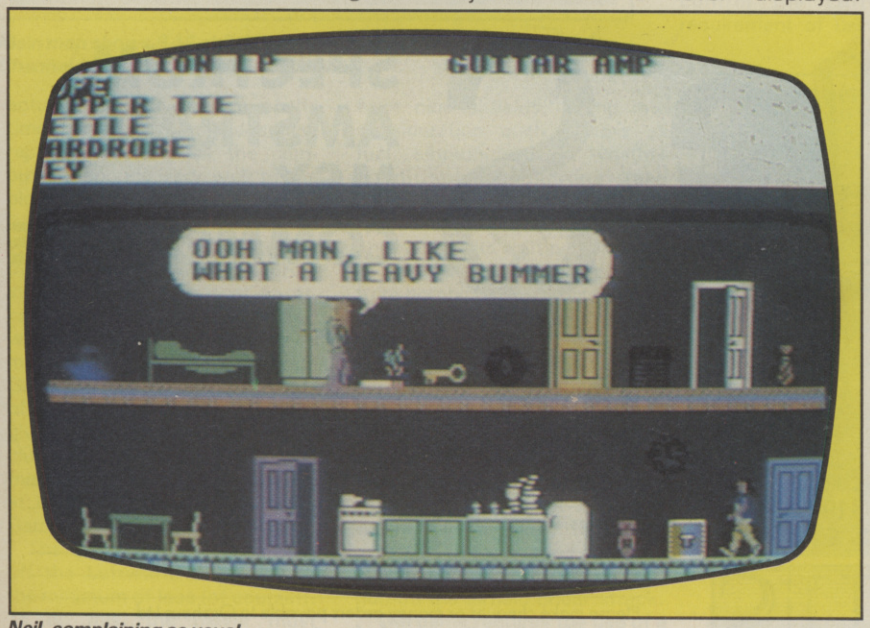
The key to it all is a system called the *Puppetmaster*, a sort of personality module that controls the speech, memory and actions of the characters. It works on a score system that is never displayed. Characters will do things that score heavily for them, each has a different criteria for scoring. Thus Vyvian has a low boredom threshold; he tires easily of things. He picks them up and discards them quickly.

"When the system was originally created it was too anarchic. The characters would go around smashing everything up and then stand there looking bemused", laughs John. I suspect he would have been happy to leave it that way. Be warned though it's still possible to antagonise the others so much that they stop you from completing the game.

All the characters have a stock reaction, Vyv will head-butt, Rik will stick two fingers up, but the way such an action is received depends on to whom it's done. This is the personality module's memory in action. So if you stick two fingers up at Vyv he may well go and smash your room up.

All the ingredients are there right down to SPG the hamster [who regularly ends up in the toaster] now all that remains is to see if all works as well together as it sounds in theory. Quite a lot in other words, but I can tell you that it's looking good. I was certainly amused to go into a room and find that Neil's guitar amp was buried in a hole in the floor while he'd [I'd] been out.

If you want to know for sure though, you'll just have to wait until we review the final version, won't you, nazi!



Neil, complaining as usual.

SPECTRUM
AMSTRAD
MSX
COMMODORE

£7.95

Orpheus Ltd., The Smithy, Unit 1, Church Farm,
Hatley St. George, Nr. Sandy, Beds. SG19 3HP
Tel. Gamlingay (0767) 51481/91 Telex 817117 ETHGEN G

ORPHEUS
NEVER·LOOK·BACK...

Please send me
_____ copies of THE YOUNG ONES @ £7.95
P&P FREE (UK only); £2.00 P&P overseas.

Name: _____

Address: _____

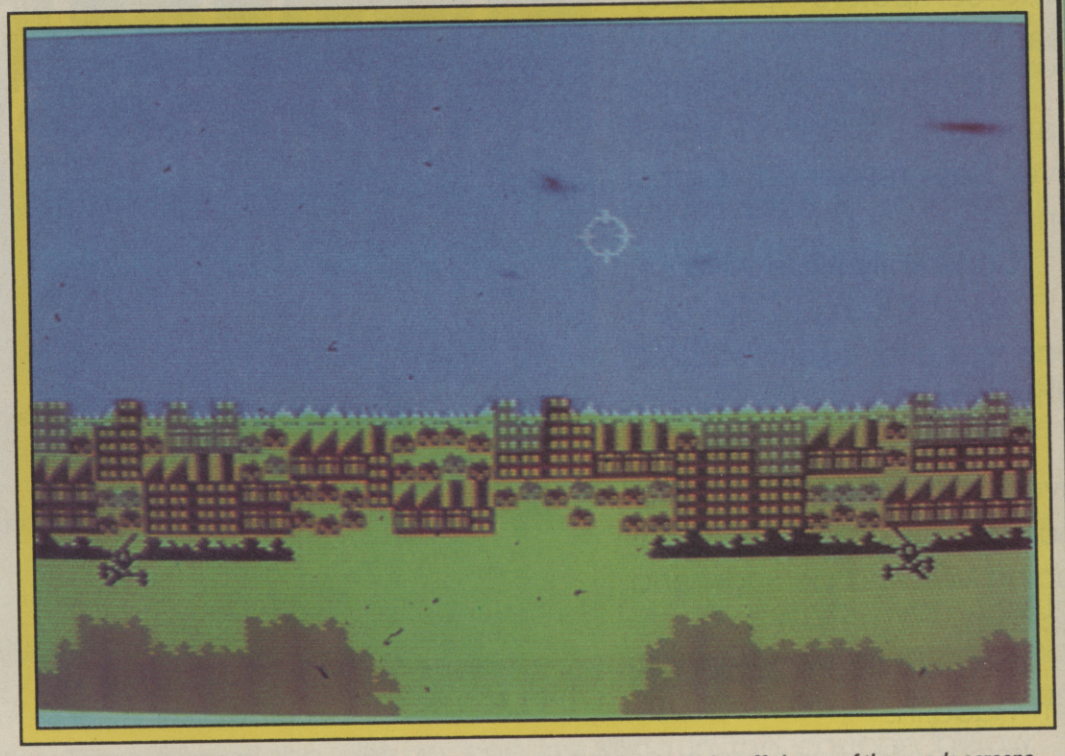
Please make cheques or money orders payable to Orpheus Ltd
and send together with your order form to:
Orpheus Ltd, The Smithy, Unit 1, Church Farm,
Hatley St. George, Nr. Sandy, Beds. SG19 3HP.

Battle of Britain
Commodore 64
PSS
Price: £9.95/cass

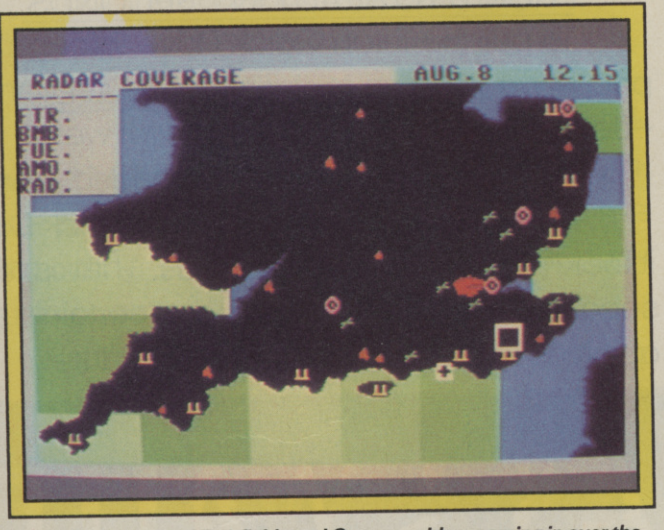
Battle of Britain is the latest release in PSS's Wargamers series, which includes *Battle for Midway* and *Theatre Europe*. You control Fighter Command, directing the 18 squadrons which stood between Britain and the Luftwaffe threat.

The game is an unusual combination of arcade action and a strategy game. Such combinations have had limited success in the past, but this one is most effective. Unlike many strategic games, the 'dead time' spent waiting for the computer to do something is kept to a minimum — there are always orders to be given or situations to check on.

The incoming squadrons of Luftwaffe aircraft have three prime targets: airfields, radar bases and cities. The game has been programmed to reflect the actual Luftwaffe strategy of the time, but this does not decrease replayability because the computer responds very well to the player's own actions.



London takes a pounding from the Luftwaffe in one of the arcade screens.



Main map shows RAF airfields and German raiders coming in over the Channel to the east of the Isle of Wight.

Once loaded, you are offered several options: a training game (recommended even if you are a strategy game expert or an arcade game buff), 'Blitzkreig', which reflects one heavy day's mass assault, and the 'Campaign Game', which covers the whole of the Battle of Britain. All these give the player the choice of including arcade action or not, and there are three different speeds at which to play the Campaign Game.

The basic objective is to beat off the Luftwaffe attacks with the minimum of loss (of course!). To do this, the player must launch and direct squadrons from nine airfields, taking into consideration such factors as fuel, ammunition and weather conditions. Squadrons take losses in combat and the game comes across as a highly fluid one, with units shifting constantly and airfields taking damage from bombing runs so as to make it more difficult to land squadrons at them.

The arcade action option comes into play whenever a British squadron intercepts a Luftwaffe probe or when an airfield comes under attack. In the first case, the action is through a simple flight combat simulator with some very smooth graphics. In the second case, the player controls an anti-aircraft gun on the airfield under attack.

The game requires the use of a joystick, both with and without the arcade option. Unit movement is performed by placing the cursor over the unit and selecting options with the fire button.

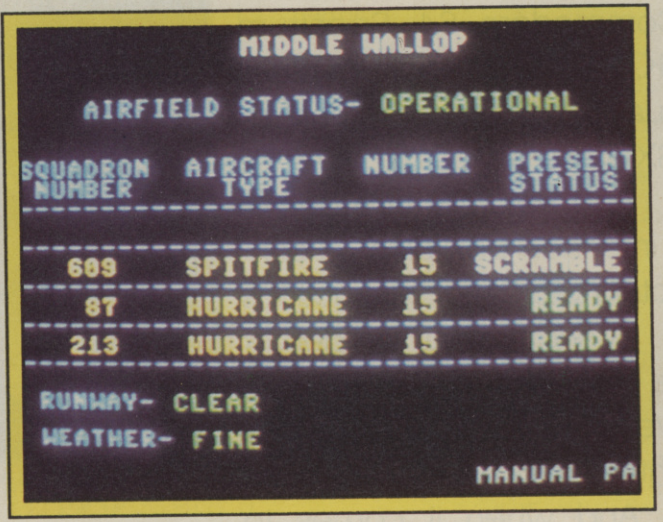
In terms of graphics, the game is attractive and the arcade sequences are smooth but short. The game is played on a map of southern England and the unit markers are clear and easy to read. Status of units and airfields is displayed in a window when the cursor is placed over them, and other messages appear on the top two lines of the screen.

Drawbacks: This is a one-player game with no option to control the Luftwaffe. The requirement of using a joystick seems slightly unnecessary — keys could have been used to obtain the same results, although to be fair some of the action is so fast that a joystick is better.

Overall this is an enjoyable and absorbing game with a good balance between reflex and strategy gaming. Recommended.

Jon Sutherland

Graphics	★★★★
Sound	★★★★
Toughness	★★★
Staying Power	★★★★
Value	★★★★



Airfield information screen shows that 15 Spitfires have been scrambled at Middle Wallop.

Since the dawn of the computer age the prices of home computers have been steadily falling.

But, remarkably, the price of a genuine, full-blooded disk drive has remained almost constant.

Constantly expensive.

You'll be lucky to pick up a decent one for less than £200 in the shops.

Now, however, you can have one delivered to your doorstep for only £119.95 (including VAT and postage and packing).

The new Triton Quick Disk from Radofin.

Its specifications are every bit the equal of a £200 disk drive, as a glance at our card above will confirm.

Quick Disk uses the very latest technology to store up to 100K on high quality Hitachi Maxell double-sided 2.8" disks.

Its disk operating system (DOS) uses standard commands so it is truly easy to use, as any computer novice will be glad to hear.

While the price will be compatible with most wallets, there is a Triton Quick Disk compatible with most computers – Commodore 64, Spectrum (16K, 48K and Spectrum plus), Aquarius, Dragon 64 and all MSX Systems.

And, naturally, included is an interface box plus all connecting cables and instructions.

In short, what we deliver is a complete, genuine disk drive. Not a tape or wafer in sight. All for only £119.95.

And when it comes to speed of loading, the Triton Quick Disk more than lives up to its name.

FROM 0 TO READY IN 7 SECONDS.

To put the Triton Quick Drive through its paces we used an ordinary computer game – Jet Set Willy.

From tape it took 170 seconds to load.

When loaded from the Triton Quick Disk it took a mere seven seconds. That is 163 seconds less than the tape and certainly as quick as most disk drives on the market.

impressed by the Quick Disk. Not only is it very quick, and both smaller and neater than other drives, but it's easier to use as well...the Quick Drive performed faultlessly.

It's easy to use and at around £120 is probably the best buy for the first time user."

High praise indeed for any disk drive.

For one costing £80 less than any comparable piece of equipment it's exceptional.

Proof indeed that the Triton has all the capabilities of its more expensive rivals.

AS TEST DRIVEN BY THE EXPERTS.

New it may be, but the Triton Quick Disk is already receiving rave reviews in the computer press. For example, in a recent Home Computing Weekly article it picked up their much coveted "Flipped" award.

As their journalist said ".... I am very impressed by the Quick Disk. Not only is it very quick, and both smaller and neater than other drives, but it's easier to use as well...the Quick Drive performed faultlessly.

It's easy to use and at around £120 is probably the best buy for the first time user."

High praise indeed for any disk drive.

For one costing £80 less than any comparable piece of equipment it's exceptional.

HOW TO BUY YOUR TRITON QUICK DISK.

As yet you won't find the Triton Disk Drive in any shop. You can only lay your hands on one by filling in the coupon below.

Send it, along with a cheque or P/O for £119.95 to, Radofin Electronics (UK) Ltd., Hyde House, The Hyde, London NW9 6LG. (Postage free in the UK. Add additional postage for outside the UK.)

In the unlikely event of you being in any way dissatisfied, simply return the disk drive and we'll happily return your money.

TRITON
QUICK DISK.

Please send me a Triton Quick Disk for £119.95.

My computer is a_____

_____

Please include_____ 2.8" Diskettes at £2.99 each.

I enclose a cheque/postal order for

Total_____

Make cheques payable to:–
Radofin Electronics (UK) Ltd.,
and post to us at Hyde House, The Hyde, London NW9 6LG. Tel: 01-205 0044.

Name_____

Address_____

_____

_____

Tel No._____

Please allow 28 days for delivery. CU

Crusade in Europe
Commodore 64
Microprose/US Gold
Price: £19.95/cass and disk

Crusade in Europe is the predecessor to *Decision in the Desert*, part of Microprose's Command Series simulation games. It allows the player to replay the 'climactic campaign of WWII — the battle for France and the Low Countries in 1944'.

Crusade in Europe suffers from all of the same problems as *Decision in the Desert*: overly complex and confusing to the player. Graphics-wise, *Crusade in Europe* is as bad as *Decision in the Desert* — poorly displayed symbols and again with an unnecessary complexity in their variety.

The complexity is also apparent in Microprose's approach to combating piracy of their games. To begin play after loading the game each time, you are asked for a password. The passwords are printed in the 54-page rules booklet, not all in one place but 'cleverly' scattered throughout the text. When asked, the player has to flip through the booklet to find the correct password for the correct day — time consuming and silly. The rules are sufficiently complex that you can't play without the booklet anyway.

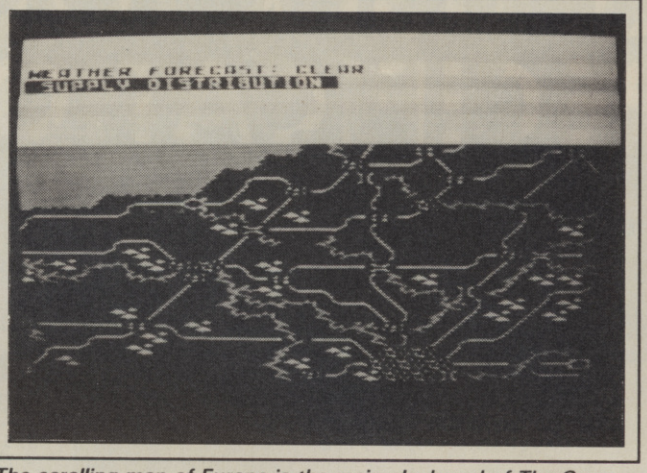
The game offers several different scenarios which vary in complexity from the battle for Normandy through to the entire campaign in Europe. The two-player option does not use well-defined game turns but rather relies on a fair division of time at the keyboard, mutually agreed by the players, who give orders to their units through the standard method of placing a cursor over the unit and then selecting from a list of options.

All the time the players are giving instructions, the units are carrying out their orders, engaging in combat and taking losses. This means that if you are playing against the computer you are continually in action, rather than waiting for the opponent to move. The speed of the 'accelerated real time' can be altered, but even at the Slow setting, there is a lot going on on the screen at any one time.

The graphics are average and the use of flashing icons to give status reports is wasted because they do not give enough information.

Crusade was a difficult subject to tackle — perhaps too difficult. I found myself lapsing into a bored state of play where, rather than waiting in excitement for the next turn at the keyboard, both players found themselves dreading their upcoming turn. Because of this, the game suffers. The one thing it does offer is a wealth of historical accuracy and detail and, if you are willing to put up with average graphics and limited replayability, then this is the game for you.

Jon Sutherland



The scrolling map of Europe is the main playboard of The Game. A cursor enables you to pick up and move troops, supplies, and artillery.

Graphics	★★
Sound	★★
Toughness	★★★★
Staying Power	★★
Value	★

Crazy Comets
Commodore 64
Martech
Price: £7.95/cass

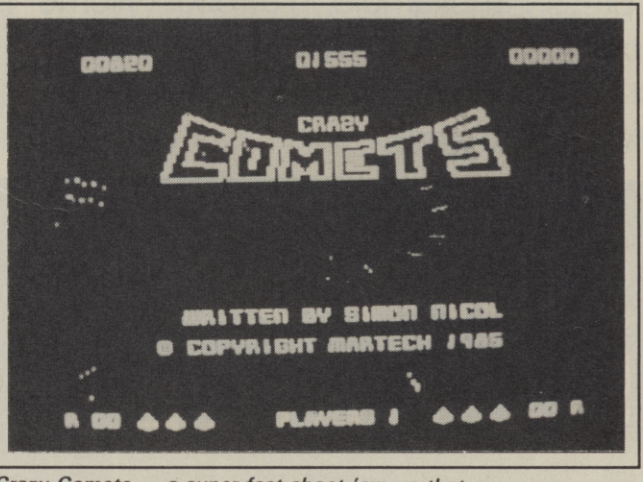
Crazy Comets is a throwback to the 'good old days' . . . back to the time when you could unwrap, say, a Llamasoft tape and relax with a barefaced shoot-up without any thoughts of tackling the likes of *Elite*.

To say that this game from Martech relies on a simple concept is a bit of an understatement; really there's next to nothing in it. It even loads in less time than it takes to flex your trigger finger. But if you accept it for what it is an arcade conversion of, and are not averse to the joystick becoming welded to your right hand, then enjoyment is just a few inches of ferric oxide away.

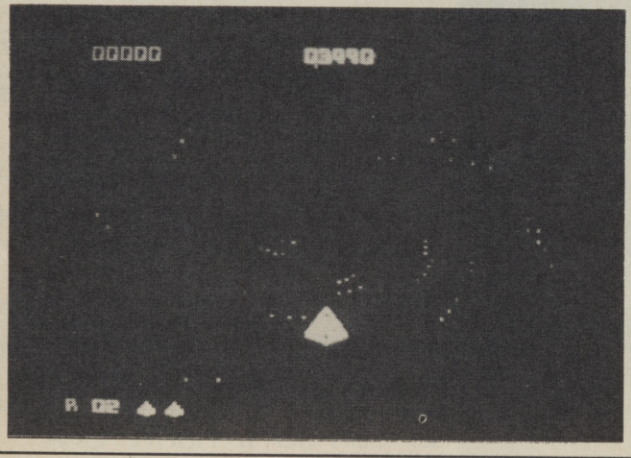
The endless task in front of you is the annihilation of berserk galactic matter. Heavenly bodies, comets and satellites have to be snuffed out before they wreak havoc throughout the universe. Right at the start of each round cosmic dust starts to spiral and swirl around your wedge-shaped destroyer. Multi-colour orbs sweep in, growing in size the longer your photon bolts take to reach their target. Need I say that collisions at this stage are pretty catastropic so you need to bob and weave as you pump in the shots. Stray space capsules can be rescued for bonus points. Perfect rounds? That's when you eliminate everything before they become supernova. I suppose there are limitless rounds each basically identical.

The soundtrack is only a sniff away from being fantastically good; it really matches the action and if Simon Nicol is responsible for the music as well as the game then Martech should corner him right now.

Simon Farrell



Crazy Comets — a super fast shoot 'em up that owes more than just a bit to the popular arcade Mad Planets.



Graphics	★★★★
Sound	★★★
Toughness	★★★
Staying Power	★★★★
Value	★★★

The Commodore 128.
When you look at the facts
they do seem to weigh rather
heavily in our favour.
When you add it up, the Commodore 128 is really three computers in one.
It can run 64K, 128K and CP/M software. Giving it the largest range of computer software in the world. Making it as efficient in business as it is entertaining at home.
That's why Commodore has become the world leader in microcomputers.
And why, on balance, the Commodore 128 has no equal.
commodore

THE COUNTDOWN HAS BEGUN

CRITICAL MASS

From DURELL

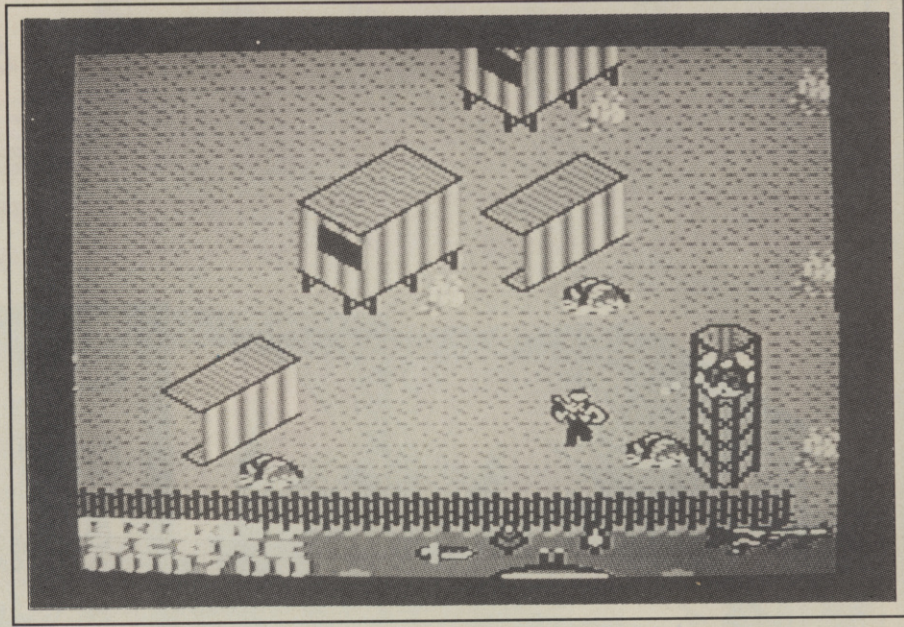
R.R.P. £8.95

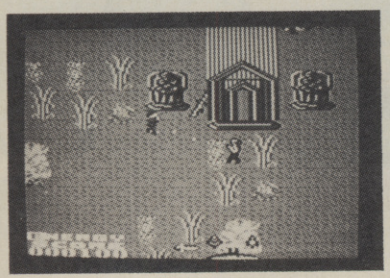
DURELL sales dept.,
Castle Lodge, Castle Green, Taunton TA1 4AB

RAMBO

Here as promised is the update on Rambo with the first ever screen shot of the game. The shot you're looking at shows Rambo running amok in the gook prison camp, taking out huts and surveillance towers. The bottom of the screen shows your weapon status, energy and score.

The version we saw was only half complete but it was already shaping up to be hot stuff. Comparisons will have to be made with Elite's *Commando* so watch out for a possible head-to-head clash in January. The playing music is, incidentally, brilliant. Stay tuned.





Rambo at the temple, note the machine-gun standing by the wall. Grab it to deal double death.

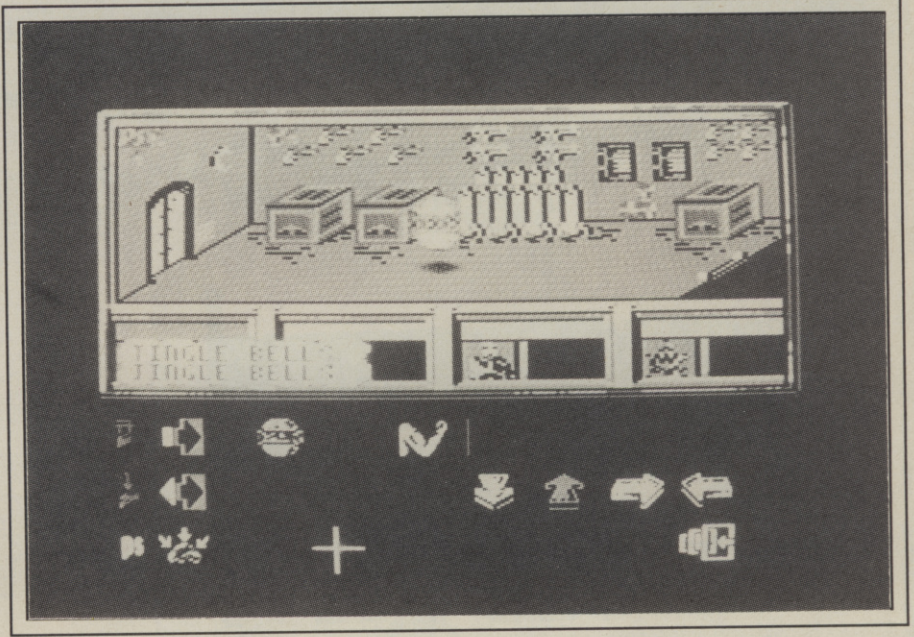
ENIGMA FORCE

***Enigma Force* is the sequel to Beyond's enormously successful and innovative icon-driven adventure game — Shadowfire.**

If you ever played *Shadowfire* for any length of time, you may have managed to capture the evil General Zoff. Well I've got news for you. It seems that the evil so and so escaped and is up to no good again in this sequel.

You thought the Enigma Force were just too smart to let Zoff out of their hands but the fact is he escaped and somebody has to do something about it.

Since the launch of Shadowfire icons have been established as the latest trendy thing in computer games. If your game ain't got icons it just ain't cool. *Enigma Force*, needless to say, has them by the dozens, just as *Shadowfire* did.

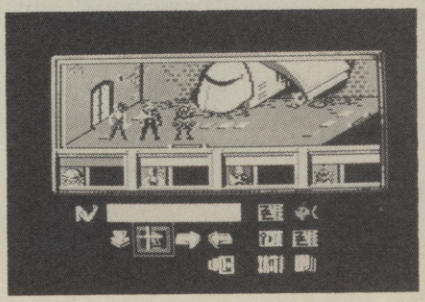


The game itself is set on the homeworld of Sylk — a member of the Enigma team. Also on the team are Maul the transporter, the beautiful and devious Sevrina, warriors Sylk and Zark plus your good self.

Zoff has destroyed the Enigmacraft but it still manages to get this message to you "Our location is an underground complex beneath the capital city. Sylk's people, the insectoids, are locked in battle with reptiloid storm troopers loyal to Zoff. Communication scan reveals republican destructor tugs are due off planet at indeterminate time.".

The computer also recommends a course of action. You must turn the insectoids into your allies, find the one good space craft on the planet, and apprehend General Zoff in the name of the Emperor.

Looks like being another certain hit for Beyond. Watch out for a G-Force extra special review next month.

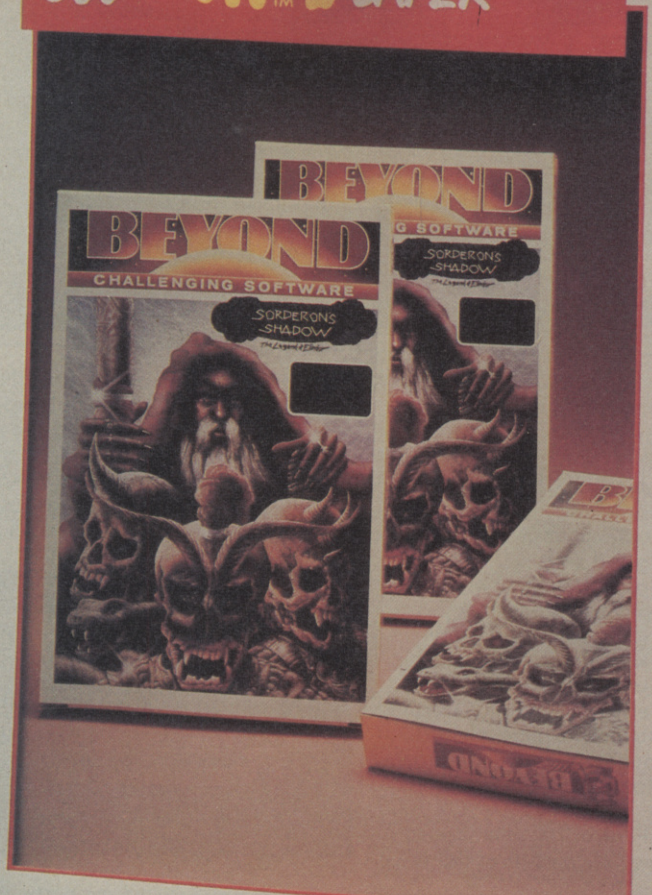


BEYOND

BUMPER CHRISTMAS RANGE

SPY vs SPY™ 2 THE ISLAND CAPER

IT'S THE GAME YOU PLAY DIRTY TO WIN!
AMAZING CARTOON STYLE ANIMATION.



SORDERON'S SHADOW

THE FIRST LANDSCAPING AND TEXT ADVENTURE.
6100 LOCATIONS. 1 KEY AND TEXT INPUT. 1 PLAYER.

Spectrum 48K plus

BEYOND

OF CHALLENGING SOFTWARE

£9.95

FOR CBM64/128
ATARI 400/800/XL
SPECTRUM 48K/PLUS
AMSTRAD 464/664

AMAZING GRAPHICS, AMAZING SOUND TOO!

SUPERMAN THE COMPUTER GAME

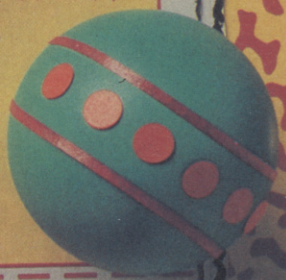
SUPERMAN vs. DARKSEID -THE ARCH-ENEMY OF MANKIND! YOU ARE SUPERMAN A GIANT ANIMATED CHARACTER PITCHED AGAINST DARKSEID'S PERILS.

DENTON DESIGNS STUNNING SEQUEL TO SHADOWFIRE.

FOR CBM64/128
SPECTRUM 48K/PLUS

ENIGMA FORCE

BUT ITS NOT A STRATEGY GAME! YOU CONTROL THE ENIGMATEAM IN A DEADLY ANIMATED ADVENTURE, WITH MAD GENERAL ZOFF AS YOUR QUARRY.



FIVE BOYS

COLLECT THE FIVE BOYS FOR YOUR FREE POSTER AND GAME VOUCHER

The five boys will be published in Beyond games, advertisements and the Beyond Newsletter. Collect all five, mail them together with a SAE to the address below. We'll mail you the exclusive Five Boys poster and voucher which entitles you to 50% off the price of a Beyond or Monolith game bought through our FAST mail order service.

3 ...EXCITEMENT...

MAIL ORDER: BEYOND 3rd Floor, Lector Court, 151 Farringdon Road, LONDON EC1R 3AD. Price of all games £9.95 inc P&P. Cheques/POs payable to BEYOND. Credit cards call 01-837 2899.

Commodore 64 Chart

Still slugging away at the top of the chart is *Frank Bruno's Boxing* from Elite. The heavyweight has been at the top of the charts for two months now — beating off the challenge from the other athletes in *Summer Games II*.

Straight in at number three is one of CU's Top Twenty games of 1985 — *Spy Vs Spy — the Island Caper*. Nice to see four CU Screen Stars dominating the 64 top twenty.

Other new entries this month are Activision's *Hacker* — straight in at a very respectable number 12. Also making their first chart showings are *Sabre Wulf* — the Ultimate Spectrum game conversion from Firebird — and *Terrormolinos* — Melbourne's slap-stick adventure about a Spanish holiday that goes disastrously wrong.

Just as interesting as the new games in the chart are the biggies yet to show. Amongst them watch out for *Winter Games, Little Computer People, Rock and Wrestle, Quake Minus 1,* and *Superman*.

Charts compiled for Commodore User by GALLUP. The UK's number one games chart.

1	Frank Bruno's Boxing	Elite
2	Summer Games II	Epyx/US Gold
NEW	Spy Vs Spy II	Beyond
4	Way of the Exploding Fist	Melbourne House
5	Sky Fox	Ariolasoft
6	Barry McGuigan's Boxing	Activision
7	Karateka	Ariolasoft
8	Beach-Head II	Access/US Gold
9	Blackwyche	Ultimate
10	Wizardry	The Edge
11	Now Games	Virgin
NEW	Hacker	Activision
13	Paradroid	Hewson Consultants
NEW	Who Dares Wins II	Alligata
15	Pitstop II	Epyx/US Gold
16	BMX Racers	Mastertronic
17	Action Biker	Mastertronic
18	Elite	Mastertronic
19	Kick Start	Firebird
20	Finders Keepers	Mastertronic

General Chart

1	Way of the Exploding Fist	Melbourne House
2	Frank Bruno's Boxing	Elite
3	Daley Thompson's Test	Ocean
4	Fairlight	The Edge
5	Fighting Warrior	Melbourne House
6	Now Games	Virgin
NEW	Hacker	Activision
8	Formula One Simulator	Mastertronic
9	Finders Keepers	Mastertronic
10	Summer Games II	Epyx/US Gold

NEW	Spy Vs Spy II	Beyond
12	Action Biker	Mastertronic
13	Graham Gooch Test Cricket	Audiogenic
14	Beach-Head	Access/US Gold
15	Bored of the Rings	Silversoft
16	Sky Fox	Ariolasoft
17	BMX Racers	Mastertronic
18	Hypersports	Imagine
NEW	Terrormolinos	Melbourne House
20	Barry McGuigan Boxing	Activision

BOUNCES THE SPORT OF THE FUTURE

GRAB THE ACTION!

BOUNCES GET THE PICTURE QUAKE GET THE PICTURE

GET THE PICTURE QUAKE THE SLUGATHON SHOOT OUT

Mail Order: **MONOLITH**, 3rd Floor Lector Court, 151 Farringdon Road, London EC1R 3AD.
All games priced at £9.95 inc P&P. Cheques/POs payable to BEYOND.
Credit cards call 01-837 2899

Electrosound 64 and CAD 64 *from Orpheus*

CAD 64

Computer Aided Design on your Commodore 64. Design 3D objects on the screen, rotate them, expand them, amend them and print them out.

Use CAD 64 at home or at school for technical drawing, graphics design or simply for fun

£14.95

ELECTROSOUND 64

The complete electronic music package for the novice and the professional musician.

Use Electrosound 64 to create incredible music and sound effects. Play the keyboard manually with three note polyphony or build up complete sequences and tracks. Electrosound allows you to design your own sounds with full control of waveform, envelope, filtering, triggering and sweep.

£14.95

Orpheus Ltd., The Smithy, Unit 1, Church Farm,
Hatley St. George, Nr. Sandy, Beds. SG19 3HP
Tel. Gamlingay (0767) 51481/91 Telex 817117 ETHGEN G

ORPHEUS
NEVER·LOOK·BACK...

ZION SYSTEMS LTD.

24 CAMP ROAD
FARNBOUROUGH
HANTS GU14 6EW

VIDEO DARTS FOR CBM 64 **£7.95 inc. VAT**

ROUNDTOPS PERFORMING CIRCUS FOR CBM 64 **£7.95 inc. VAT**

ALSO AVAILABLE

C16 PLUS 4 CHARACTER EDITOR

A U.D.G. CHARACTER DESIGN PACKAGE FOR C16 + 4 **£7.95 inc. VAT**

AVAILABLE FROM ALL GOOD RETAIL OUTLETS OR DIRECT FROM US

PLEASE SEND

- ☐ **VIDEO DARTS £7.95**
- ☐ **ROUND TOPS PERFORMING CIRCUS £7.95**
- ☐ **C16 + 4 CHARACTER EDITOR £7.95**

Name .....

Address .....

.....

.....

.....

Cheque/P.O. made payable to **ZION SYSTEMS LTD.**

ZION SYSTEMS LTD.
24 CAMP ROAD
FARNBOROUGH
HANTS
GU14 6EW
Tel: 0252 521123

If paying by Barclaycard/Access please quote No. .....

SUPER GRAPHIX

PRINTER INTERFACES

FOR COMMODORE 64 AND VIC 20 MICROCOMPUTERS
UNLIKE ANY OTHER PRINTER INTERFACES ON THE MARKET THESE AMAZING PRODUCTS CONVERT STANDARD DOT MATRIX PRINTERS TO NEAR LETTER QUALITY!

CHECK THE OTHER FEATURES BELOW!

★★ STOP PRESS ★★ NOW AVAILABLE FOR CBM 128K

SUPER GRAPHIX jnr

- ☐ MICRO BUFFER
- ☐ GRAPHICS & NORMAL QUALITY PRINT
- ☐ NEAR LETTER QUALITY
- ☐ 8 OCTAVE SWITCHES WITH CHANGES CONSTANTLY MONITORED
- ☐ COMMAND CHANNEL
- ☐ 10 PRINTER MODES
- ☐ CENTRONICS COMPATIBLE
- ☐ SUPPORT MOST MAJOR PRINTERS
- ☐ 100% COMPATIBLE WITH SOFTWARE FOR VIC 1525 PRINTER
- ☐ USER MANUAL & SOFTWARE EXAMPLES

PRICE **£49.95** (inc. VAT) Post & Packing **FREE**

SUPER GRAPHIX

- ☐ 8 K BUFFER STANDARD
- ☐ 10 PRINTER MODES
- ☐ 3 INTERNAL SCREEN DUMPS
- ☐ EXTENSIVE COMMAND CHANNEL
- ☐ RESET BUTTON TO HALT PRINTING FROM BUFFER
- ☐ NEAR LETTER QUALITY MODE BUILT IN
- ☐ CAPABLE OF STORING 2 ADDITIONAL FONTS
- ☐ CORRECT GRAPHICS / TEST ASPECT RATIO FOR ALL MAJOR PRINTERS
- ☐ 8 OCTAVE SWITCHES WITH CHANGES CONSTANTLY MONITORED
- ☐ INTERNAL FONTS SUPPORT, SUPER SCRIPT, SUB SCRIPT, UNDERLINING, BOLD FACE AND CHOICE OF 9 PITCHES

PRICE **£69.95** (inc. VAT) Post & Packing **FREE**

Available Only Through Exclusive Importers & Distributors

Screens Microcomputer Distribution

Main Avenue, Moor Park, Northwood, Middlesex. Tel: 09274 20664. Telex: 923574 ALACOL G

ROTRONICS DX-85 DOT MATRIX PRINTER

- 100 cps, 80 column
- Italics, condensed, expanded
- Centronics

ONLY £169.95 (Serial add £18.00) (Commodore add £34.00)

ONLY £19.95

Rotronics DR2301 Data Recorder

- Audio and data
- Direct VIC 20 and CBM 64 connection
- Mains/battery

STONECHIP BARGAIN BASEMENT

Vixen Motherboard	£14.95
Commodore cassette i/face lead	£4.95
Programmers Aid Cartridge	£9.95
Programmers Aid ROM	£7.95

ONLY £27.95 (26" × 12¾" £31.95)

Rotronics Portable Case

- 23" × 12¾" cubed foam
- Holds Spectrum or Vic 20/CBM 64
- Components work in situ

All prices include VAT and p + p. Please make your cheque/PO payable to SMT. Or quote Access/Barclaycard number. Write your name and address clearly. Please allow 28 days for delivery. SMT, FREEPOST, Greens Norton, Towcester, Northants, NN12 8BR

VISA

SMT

CLUB64

AN INTERNATIONAL USER GROUP FOR CBM64/1541 OWNERS

If you are a C64 (C128) user and you have a disk drive or a modem you are invited to join CLUB64.

CLUB64 is a unique user group and as one of our aims is to make quality Public Domain software available at the lowest possible cost every new member may order free of charge any 3 disks from our excellent library.

Most disks feature between 10 and 30 programs. We have one of the best general purpose (300 and 1200 baud) communications packages available for the C64, a good cataloger disk, 6 COMAL disks, Disk Utilities, Educational software, games, graphics, music and tutorials.

Annual membership . . . £12 UK and Ireland. £15 Europe and £20 all other countries. We will accept cheques and Postal Orders and it should be noted that when you order the free library disks we will cover postage costs and supply the blank media.

Use the following online services to contact us. COMPUNET . . . WJM2, PRESTEL (UK) . . . 113530045, MICRONET (Ireland) . . . 111201. SOURCE (USA) . . . BDE408, COMPUSERVE (USA) . . . 70117,715, TELECOM-GOLD . . . MAG60012.

CLUB64, 85 UPPER DRUMCONDRA ROAD, DUBLIN 9, IRELAND

128

If you're as impressed as we are with the new Commodore 128, you'll be even more impressed with the new software that's appearing for it now! Already we've got SuperBase 128 (~~£99.95~~ £85.00!), SuperScript 128 (~~£79.95~~ £69.95!), and the amazing VizaWrite Classic 128 (~~£89.95~~ £89.00!)... so watch this space!

Although we are by far the largest UK retailer of SuperBase, VizaStar and VizaWrite for the Commodore 64, for over five years we have supported the best software for all the Commodore business machines! So if you have a CBM/PET 3000, 4000, 8000, 700 or PC, then don't forget us... we haven't forgotten you! Why not phone or write for our CBM/PET catalogue?

Superscript 64

All the features you'll ever need for professional word processing... and then more! Unrivalled 240-column text handling, variable width screen, word-wrap, cut-and-paste, four-way scrolling, document linking for unlimited capacity, global search-and-replace, help screen, full memory calculator, row and column arithmetic, menu or keyed commands with command strings, background printing, complete letter quality print control, spelling checker with both UK and US disk dictionaries, comprehensive four part user manual...

OUR PRICE ~~£69.95~~ £58.95! ...WHILE STOCKS LAST!

1st BOOKS

The Anatomy of A Commodore 64	£8.95
The Anatomy of the 1541 Disk Drive	£8.95
Your '64 Cassette Book	£8.95
Tricks and Tips for your '64	£8.95
Machine Language Book for the '64	£8.95
'64 Advanced Machine Language	£8.95
Peeks and Pokes for the '64	£7.95
Commodore 64 Idea Book	£8.95
Graphics Book for your '64	£8.95

SuperTYPE

Are you a two-finger typist? Then why not let SuperType help you learn to touch-type the fast and easy way... with your computer as the teacher! All the family can learn this useful skill, at their own pace... and profit from the very latest computer-aided training and feedback techniques!

ON TAPE ~~£19.95~~ £16.95!
ON DISK ~~£25.95~~ £21.95!

Superbase 64

Transform your Commodore 64 into a full featured professional database system, with up to 1000 characters per record on up to four screens... and up to 128 items per record, definable as key, text, numeric, result or date... in files of up to 16 million characters! SuperBase 64 even has calculator and calendar functions, easy input from word processor or data files, both menu-driven and program control, sorting and searching, fully definable report and screen formats... Superbase 64 is essential if you want the most from your 64! Supplied on 1541 disk with excellent tutorial and reference manual, plus audio learning tape...

NOW ONLY ~~£79.95~~ £69.95!

Jetpack

Your programs will really take off with JetPack 64! 100% compatible with CBM Basic, Jetpack compiles Basic programs into machine code, running up to 25 times faster... using up to half as much memory! And it even accepts Basic extensions and machine code routines as well!

WHILE STOCKS LAST... ~~£39.95~~ £29.95!

1st BUMPER BUNDLES!

For a limited period we can offer amazing savings on top-quality books & software from First Publishing. Save £60 on Offer No.1 (FirstWord + First Base + PowerPlan) for only £56.95! Save £20 on Offer No.2 (Basic 64 compiler + Assembler Monitor 64) ...only £34.95! And save £10 on best-sellers Offer No.3 (Anatomy of the 64 + Tricks & Tips + Cassette Book)... only £16.85! Please allow 5 days' delivery.

VIZASTAR 64

Spreadsheet, database and graphics too... all integrated into one amazing package, at an amazingly affordable price! The very latest design techniques combine the ultimate in ease-of-use with all the sophistication of a fully integrated product... VizaStar's advanced features include high speed maths functions, large 1000 by 64 worksheet, programmability, windows, cell protection, search and sort, text editing, wordprocessor compatibility, simultaneous graphics... integrated with a 1000-character per record database, up to 250 characters per field... the only product of its kind for the Commodore 64! Suits most printers, supplied with excellent handbook. (XL8 version now available with a 40% bigger spreadsheet plus business graphics, ~~£129.95~~ £115.95!)

OUR PRICE (XL4) NOW ONLY £74.95!

VIZAWRITE 64

A high-performance, low-cost wordprocessor, with full on-screen formatting, that takes full advantage of the colour, graphics and memory capacity of the Commodore 64... that works with both disk and tape... and supports virtually any printer! With a concise and easy-to-follow user manual, VizaWrite is the ultimate personal computer word processor! (Available with VizaSpell, a 30,000 word disk dictionary and spelling-checker, for £99.95 £85.00!)

VIZAWRITE (DISK) ~~£79.95~~ £67.95! (CARTRIDGE) ~~£89.95~~ £78.95!

SuperBase Starter (SAVE £10!)	29.95
SIMON'S BASIC (SAVE £15!)	35.00
MASTER 64 (SAVE £30!)	39.00
JETPACK (TAPE)	14.95

EasyScript to SuperScript upgrade- send disk and manual cover	44.95
SuperScript to SuperScript 128	57.95
SuperBase to SuperBase 128	67.95

WANT IT TOMORROW??? CALL US TODAY!!! ON 01-546-7256

Prices include VAT and POSTAGE and are correct on going to press. Order by post or phone, using cheque, Access, Barclaycard or postal order. Despatch is by same day 1st CLASS post. Product data available on request, or phone for advice if in doubt. [REF A35]

ACCESS VISA

Calco Software

LAKESIDE HOUSE, KINGSTON HILL, SURREY, KT2 7QT. TEL 01-546-7256

SJB DISKS LIMITED

BLANK DISKS

Top quality 5¼" Bulk Packed Disks

Supplied in 10's with a FREE Plastic Library Case, Labels etc

10 Single Sided Double Density* ONLY £13·95

10 Double Sided Double Density* ONLY £17·95

50 Single Sided Double Density* ONLY £59·95
(Supplied with a Perspex Storage Box)

50 Double Sided Double Density* ONLY £79·95
(Supplied with a Perspex Storage Box)

*** LIFETIME WARRANTY ***
*** FREE FAST DELIVERY ***

All prices are inclusive of V.A.T.
Delivery FREE throughout the U.K.

3" & 3½" Disks also available

Bulk Orders, Export Enquiries & Educational Enquiries Welcome

Double Density is the equivalent of 40 80 Track

Please Send Cheques/Postal Orders to:-

SJB DISKS LIMITED (Dept C.U.)
11 Oundle Drive, Nottingham, NG8 1BN
Telephone (0602) 782310

** TAPE BACK-UP DEVICES **

DCL1 INTERFACE — The DCL1 links two Datasettes, so that loading any program (including Turbos) from Datasette no.1 simultaneously creates a BACK-UP TAPE on Datasette 2. No software needed.
Thousands sold ORDER AS DCL1 PRICE £10.00

DCL4 INTERFACE — This SUPER DCL1 is for those with one datasette and one audio recorder. Back-up tapes can be made on either a second Datasette or on an audio recorder. A LED data monitor shows the start and end of programs.
Very popular ORDER AS DCL4 PRICE £17.00

DCL4A INTERFACE — SIMILAR to the DCL4 but fitted with an Audible data monitor.
NEW ORDER AS DCL4A PRICE £18.50

** BACK-UP PROBLEMS SOLVED **

ALIGNMENT TAPE — Realign your Datasette tape head VERY PRECISELY with this easy to use kit. (No dismantling of the Datasette required.) Two high baud rate tests are provided plus a special screwdriver and full instructions.
NEW ORDER AS DHA1 PRICE £7.50

TAPE HEAD DEMAGNETISER — This mains powered demagnetiser, if used a few seconds per week (no need to dismantle the Datasette) will reduce troublesome residual magnetism and improve loadability.
Indispensible ORDER AS THD1 PRICE £6.30

** OTHER TRILOGIC PRODUCTS **

RESET 2. This unit allows an 'unstoppable' RESET through the cartridge port. PRICE £6.00

RESET 3. This unit allows a RESET through the cartridge port but also enables any cartridge to be used at the same time. PRICE £8.50

MAINS SURGE ELIMINATOR WITH 4 SOCKETS. Fitted with 4 standard 13 amp sockets and three solid state transient suppressors. You can get rid of trailing mains leads and prevent troublesome mains surges with this inexpensive unit. PRICE £13.45

MAINS POWER CLEANER UNIT WITH TWIN SOCKETS. Fitted with two 13 amp sockets, mains switch, neon indicator, and a wideband reactive mains filter PLUS transient suppressors. This unit is ideal for reducing severe mains interference. PRICE £21.95

GT LOADER CARTRIDGE FOR 1541 DISK DRIVE. Enables your 1541 disk drive to load most games etc 4-5 times faster (not Easyscript or Superbase). Features 'crashproof' on/off switch and abbreviated commands. PRICE £20.00

GT LOADER CARTRIDGE WITH BUILT-IN RESET SWITCH PRICE £22.00

** FREE CATALOGUE CONTAINING DETAILS OF PRINTERS, MONITORS, ETC. ** Please send 17p stamp

** FAST MAIL ORDER SERVICE PLUS 10 DAY MONEY BACK GUARANTEE ON ALL HARDWARE **
* ALL PRICES ARE FULLY INCLUSIVE AND INCLUDE RECORDED DELIVERY. EXPORT ADD £1.00 EXTRA *

TRILOGIC Dept CU, 29 HOLME LANE, BRADFORD BD4 0QA 0274-684289

OUR CASH & CARRY SALES COUNTER WILL BE OPENING SOON.
PLEASE PHONE FIRST TO CHECK PRICES AND AVAILABILITY.

LOGIC SALES LTD.

MICRO COMPUTERS, SOFTWARE & SUPPLIES
6 Midgate, Peterborough, Cambs. PE1 1TN
Telephone: [0733] 49696 Telex: GECOMS G 8951 182

THE GREATEST SALE EVER

THE FOLLOWING COMMODORE EDUCATION TITLES £2.00 EACH

Number Puzzler; Geography; Humpty Dumpty; Biology; Depth Charge; History of 20th Century; Pathfinder; Patrick Moores Astronomy; Ask the Family; German; BBC Mastermind; French; Computer Studies

THE FOLLOWING COMMODORE CARTRIDGES £3.00 EACH

Le-Mans; Clowns; Pin-Ball Spectacular; Omega Race; Jupiter Lander; Tooth Invaders

PERIPHERALS

Quick Shott II Joysticks	£7.95	Wico Tracker Ball (£30.00 of R.R.P.)	£19.95
Currah Speech and Sound Synth	£17.50	Commodore M.P.S. 803 Printer	£89.95
Commodore 1541 Disc Drive	£119.95	Commodore Music Maker Keyboard	£14.95
Vic 20 Paddles (pair)	£9.95		

SOFTWARE PACKS

No. 1 — Mr. T. Meets his Match, Mr. T. Tells the Time, Mr. T. Money Box **£7.50**
No. 2— Mr. T. Number Games, Mr. T. Shape Games, Mr. T. Measuring Games **£7.50**
No. 3 — Paras, Condor, Johnny Reb, Egbert, Skull, Fabulous Wanda **£5.95**
No. 4 — Ice Hunter, Galaxy, Cybotron **£4.95**

INDIVIDUAL SOFTWARE TITLES INCLUDE

Murphy	£1.00	Motorcross	£3.95
Zita 7	£1.00	Flyer Fox	£4.45
Revelation	£1.50	Fort Apocolypse	£4.45
Star Force and Gameron	£1.50	American Football	£4.95
Gyropad	£2.00	Regards to Broadstreet	£4.95
Lazer Zone	£2.50	Quick Thinking	£4.95
Ancipital	£2.50	Hero (Activision)	£4.95
Beeky and the Egg Snatchers	£2.50	Hunchback II	£4.95
Psytron	£2.95	Zim Sala bim	£4.95
Percy the Potty Pigeon	£2.95	Classic Adventure	£4.95
Psi-Warrior	£2.95	Lords of Midnight	£5.50
Twin Kingdom Valley	£3.00	Shadowfire	£5.50
Eureka	£3.00	Pyjamarama & Automania	£5.95
Goodness Gracious (Beyond)	£3.00	My Chess II (Beyond)	£5.95
Hare Raiser	£3.00	Rock 'n' Bolt	£5.95
Dragons Den (CBM cartridge)	£3.00	Hampstead	£5.95
Fire Quest	£3.25	Logo (Disk Language)	£6.95
Quovadis	£3.25	Pilot (Disk Language)	£6.95
Wizard of War (CBM cartridge)	£3.25	Sky Fox (Cassette)	£6.95
Valhalla	£3.50	Sky Fox (Disk)	£9.95
Assembler 64	£3.50	Pinball Const. Set (D)	£11.95
Penetrator	£3.50	Music Const. Set (D)	£11.95
Select 1 (12 game cass.)	£3.95	Racing Destr. Set (D)	£11.95
Caeser the Cat	£3.95	Seven Cities of Gold	£11.95
Juice	£3.95	Mail Order Monsters (D)	£11.95
Suicide Strike	£3.95	Easy Script (D)	£19.95

P&P 60p for any software order, 60p for peripherals and £2.00 for printers & drive.

Overseas 75p per tape or £2.50 per tape. Mail order only.

BARCLAYCARD VISA

UnitSoft

CHART TOPPERS AVAILABLE FOR COMMODORE

AFFORDABLE PRODUCTS (USR), UNIT 6 (DEBT B), 136 INGRAM STREET, GLASGOW G1

	RRP	OURS		RRP	OURS
Now Games	8.95	6.70	Racing Des/Set	14.95	11.20
Shadowfire	9.95	7.50	Music Con/Set	14.95	11.20
Hypersports	8.95	6.75	Pinball Con/Set	14.95	11.20
Fight Night	9.95	7.50	7 Cities/Gold	14.95	11.20
Winter Games	9.95	7.50	Mail/Monsters	14.95	11.20
Exploding Fist	9.95	7.50	Castle/Dr. Creep	9.95	7.50
Mercenary	9.95	7.50	Robin/Sherwood	9.95	7.50
Nick Faldo's Open	9.95	7.50	Cylu	2.50	1.85
Thing on a Spring	7.95	5.95	Red Moon	6.90	5.25
Whirlynurds	9.95	7.50	Five-A-Side	5.95	4.45
F.G.T.H.	9.95	7.50	Underwurlde	9.95	7.50
Frank Bruno	7.95	5.95	Barry McGuigan	9.99	7.50
Master of the Lamps	9.95	7.50	Rupert Toy Maker	9.95	7.50
Dun Daragh	9.95	7.50	Wizard's Lair	8.95	6.75
Rockford's Riot	9.95	7.50	Tour De France	9.99	7.50
On Court Tennis	9.99	7.50	Jump Jet	9.95	7.50
Gt. American Rd. Race	9.99	7.50	Schizophrenia	9.95	7.50
Inter/Basketball	5.95	4.45	Jet Set Willy II	8.95	6.75
Dropzone	9.95	7.50	Staff of Karnath	9.95	7.50
Star League Baseball	9.99	7.50	Entombed	9.95	7.50
On Field Football	9.99	7.50	Blackwyche	9.95	7.50
Raid on Bungling Bay	9.99	7.50	Bounty Bob	9.95	7.50
Hard Hat Mack	9.99	7.50	**Commodore Disks**		
World Cup II	7.95	5.95	Mercenary	14.95	11.20
Scarabaeus	9.95	7.50	Spy Hunter	14.95	11.20
Lode Runner	9.99	7.50	Bruce Lee	14.95	11.20
Choplifter	9.99	7.50	View To A Kill	14.95	11.20
Murder on Zinderneuf	9.99	7.50	Mig Alley Ace	14.95	11.20
M.U.L.E.	9.99	7.50	Raid/Bung/Bay	14.95	11.20
Sabre Wulf	9.99	7.50	Toy Bizzare	14.95	11.20
Realm/Impossibility	9.99	7.50	Raid/Moscow	14.95	11.20
Op/Whirlwind	9.99	7.50	Dallas Quest	14.95	11.20
Archon	9.99	7.50	Ghostbusters	19.99	14.99
Ghettoblaster	8.95	6.70	Gt. Amer/Rd Race	14.95	11.20
Grand National	8.95	6.70	Skyfox	12.95	9.70
Mordon's Quest	6.95	5.20	Music Con/Set	14.95	11.20
Beach Head II	9.95	7.50	Pinball Con/Set	14.95	11.20
Mig Alley Ace	9.99	7.50	7 Cities/Gold	14.95	11.20
Summer Games II	9.95	7.50	Adv./Con/Set	14.95	11.20
Sorcery	7.95	5.75	Race/Dest/Set	14.95	11.20
Fourth Protocol	12.95	9.70	Mail/Monsters	14.95	11.20
Pitstop II	9.95	7.50	Ex. Fist	14.95	11.20
Imposs/Mission	9.95	7.50	Elite	17.95	13.45
Spy vs Spy	9.95	7.50	Hobbit (New)	17.95	13.45
Summer Games	14.95	11.20	Summer Games II	14.95	11.20
Terrormolinos	7.95	5.95	Bounty Bob	14.95	11.20
Nodes of Yesod	9.95	7.50	Dropzone	14.95	11.20
Ghost chaser	9.95	7.50	Grog's Revenge	14.95	11.20
Starion	8.95	6.70	Ghost Chaser	14.95	11.20
Elite	14.95	11.20	Thing/Spring	14.95	11.20
Music Studio	14.95	11.20	Pitstop II	14.95	11.20
Karateka	9.95	7.50	Winter Games	14.95	11.20
Stealth	9.95	7.50	Discovery Kit	14.95	11.20
Doughboy	9.95	7.50	Mind Shadow	19.99	14.99
Theatre Europe	9.95	7.50	Solo Flight	14.95	11.20
Speedking	9.95	7.50	Rocky Horror	12.95	9.70
Rescue/Fractulas	9.95	7.50	F-15 Str/eagle	14.95	11.20
Quickshot II		5.95	Imposs/Mission	14.95	11.20
TRO 5000		14.00	Beach Head II	14.95	11.20
Datex Micro Stick		9.95	Spy vs Spy	14.95	11.20
Joycard		5.95	Speedking	14.95	11.20
Sky Fox	9.95	7.50	Shadowfire	14.95	11.20

COMMODORE 64 • Plus/4 • C128

PRINTER INTERFACE

with full

COMMODORE GRAPHICS

- ALL Commodore graphics on ANY standard parallel printer.
- Fully intelligent self-contained microprocessor controlled interface.
- Works with all software and uses no memory.
- 4K Buffer included.
- No extra power supply needed.
- Plugs into serial port leaving cartridge port free.
- Full dot and tabbing facility.
- Built-in status-self test report.

order MW350 **£98.95 inc VAT**

COMPANY PAC 1★2★3®

THE COMPLETE INTEGRATED BUSINESS SYSTEM THAT'S SIMPLICITY TO USE. SALES AND PURCHASE LEDGER – INVOICING – STOCK CONTROL – NOMINAL LEDGER AND PAYROLL ALL FOR ONLY

£98.95 Phone or send for further details

THE FONT FACTORY

PRINTER ENHANCEMENT

Now you don't have to be satisfied with the one type style that came with your printer*. You can use FONT FACTORY to read in any standard Commodore SCII sequential disk file, automatically format it, and print the document with a new typeface that you select (eight examples are on the disk). FONT FACTORY will work with most word processor files to enhance your documents and give them a distinctive flair. There's even one font that will provide you with descenders on your 1525/801 Commodore printers. You will also gain full control over line width, left margin, line spacing, headers, foots, justification, etc. The fonts also can be printed in single or double width.

only £19.95 inc VAT

All prices include VAT, Post and Packing. Dealer enquiries welcome. Ring 01-900 0999 quoting your ACCESS or VISA card now — or send your order to

IMPEX SOFTWARE LTD.

Metro House, Second Way, Wembley, Middlesex HA9 0TY.

SUPER CHAMP

The big selling Joystick in the USA. 10 ft of retractablecable. Twin fire buttons. Very robust.

£7.95

PRICE BUSTING OFFERS

All inc. - s.t.e of VAT, postage and packing.

Quiet operation, 100 char. per sec., full graphic capability, self test mode, paper feed button. Many units in operation throughout the UK.

80 COLUMN THERMAL PRINTER

Alphacom 81

FOR COMMODORE AMSTRAD SINCLAIR ATARI

only £59.95

Interfaced to –
COMMODORE 64/VIC 20,
ATARI, BBC B (state which required)*

Please rush me ___ Printers at £59.95 each, interfaced to* _____
and ___ Joysticks at £7.95 each. All prices inclusive of VAT, postage and packing.
Access/Barclaycard No. _____ or cheque/PO enclosed.

Name .....

.....

.....

.....

To: DEAN ELECTRONICS LIMITED Glendale Park, Fernbank Road, Ascot, Berkshire SL5 8JB
Telephone 0344 885661 Telex 849242 Offer subject to availability.

Staying alive in '85

Dan Gutman reports

With '86 just round the next block, Dan Gutman reflects on a year that's done no favours for the American computer industry. But amidst the machines that just wouldn't sell and the lurking bailiffs, there's been a few lighthearted moments . . .

Now that we've reached the end of the year, I feel it's my duty to make at least some effort to sum up the events that took place in the US computer world during '85. And what a year it was! If this description seems like a disjointed jumble of confusion, it only reflects what's happening in the industry itself.

In the news, the year started off with an ominous bang when Coleco pulled the plug on their Adam computer system on January 2nd. The computer was deeply flawed from day one, and things just got worse and worse for it. Two months later, IBM announced that they would stop making their PC Junior — the computer that was supposed to "legitimize" the idea of home computers in America. If IBM can drop clangers, nobody's safe.

And the bad news just kept rumbling on; the computer magazine field shrivalled to about a dozen major publications still in business (from over 100), and the book publishers severely cut back on their schedules of computer books. The newspaper press, naturally jumped all over all this gloom and ran a lot of articles claiming the whole computer industry was a fad. We, of course, know differently. Hopefully, the public won't fall for it.

Meanwhile, computers were stealthily making their way into all corners of American life. The *New York Public Library* put their entire card catalogue on disk and installed terminals for people to use and look up any book in the library in seconds. Other libraries around the country followed suit. Computerized public information terminals started popping up in airports and train stations around the country.

Everyday appliances — toasters, microwave ovens, television sets, bathroom scales — began appearing with microprocessors built into them. A lot of people who would never buy a computer for their home now have them in all their appliances. People are getting used to punching keys to make things happen instantly.

Year of the Oddball

There were a lot of oddball computer news stories. In May, a 15-year-old hacker named Peter Leppik helped the Minneapolis police nab a child molester who had been storing his evidence on a computer. After the police worked at it for a week, Leppik cracked the code in a half an hour.

In the summer, a computer claimed that Joseph Triggs of Kennedy High School in Chicago failed to show up for a full year of school, even though his mother insists he was there every day.

In March, an Idaho based neo-Nazi group established a computer network to link up nuts like themselves. And the Internal Revenue Service's computers lost the records of more than $300 million in payroll witholding tax payments.

One day the paper reported that IBM had run out of disk drives for its PC AT computer. That I couldn't understand. Does Ford run out of wheels? Does Campbell run out of soup?

Astronauts on the Space Shuttle Challenger took a computer into space with them (no, it wasn't a Commodore 64) to measure solar radiation, and the Broadway show *Cats* (which I believe was a smash in your country) used a computer to control 15,000 lights and 2,000 cats eyes. 1985 was the year that the first comic book was created on a computer. For trivia fans, the name of the comic was "Shatter".

Lots of famous people got involved with computers for the first time — mostly for money. Here's a list of people who have lent their names to computer products: Isaac Asimov, Bill Bixby, Dom DeLouise, Alan Alda, John Cleese, Roger Moore, Bill Cosby, Leonard Nimoy, Bruce Jenner, Jim Fixx, Ernest Borgnine, Sylvia Porter, Martina Navratilova, Mr. T., and Dave Winfield.

Also, former President Jimmy Carter bought a computer for his wife Rosalyn, and Jack Tramiel bought a computer company for himself. Science fiction authors like Ray Bradbury and Arthur C. Clarke began to turn their books into interactive fiction.

Go with the Trends

There were almost too many trends in computing this year to keep an eye on all of them. The buzzword of the year had to be "*artificial intelligence*", even though there wasn't much AI software in the stores — and most people don't know what it means.

Next year's buzzword is sure to be "*compact disks*". The ranks of the "computer orphans" grew this year, as some slow-selling computers were discontinued. Some people became "computer commuters" — instead of working at an office, they work at home with a terminal. Some "computermats" opened in Illinois. There are places where you can go and rent a computer by the hour.

Computer game software became less popular, while other types of software started selling: animation programs, diet programs, recipes programs, construction set programs, and trivia programs.

Telecommunications is getting very popular over here, as networks like *PeopleLink* and *Playnet* have hundreds of people all around the country attending "electronic cocktail parties" by computer. Some of the best-selling programs in the US were those "fast-load" programs for the Commodore disk drive.

As usual, we're looking toward the future — technology and the wonders it will bring. The first glimmer of many new technologies appeared this year. Computers were used to turn old black and white motion pictures into new colour versions. Optical character readers started to appear — someday they'll revolutionize word processing. We also saw the first signs of optical video disk recorders and computerized roadmaps, which will someday be under every dashboard. The new laser printers show that publishing is undergoing a revolution. Photography is changing too. Kodak introduced a device that produces a hard copy printout of anything on the TV screen. Electronic cameras that use floppy disks instead of film and display the pictures on TV are coming too.

It's all a little dizzying, isn't it? Maybe twenty or thirty years from now, we'll be able to read a book on the history of computer technology and everything that's happening today will make perfect sense — or sound even crazier. Until then, let's all sit back and enjoy the ride.

POWER PACKS

Two powerful packages of personal computing programming techniques made instantly usable by Dorling Kindersley's unique 'Screen Shot' presentation.

What you see in the pages of the books is what you get on the screen when you follow the step-by-step programming guidance in the text. The crystal-clear illustration is easy-to-follow and guaranteed free from typographic errors.

STARTER PACKS

The Starter Packs for the Commodore 64 get you going quickly with BASIC programming.

The accompanying software offers carefully graded exercises leading to rapid keyboard familiarity.

GRAPHICS PACKS

The Graphics Packs for the Commodore 64 contain a fabulous collection of more than 200 graphic images, each with its machine-code program. The keyboard-controlled graphics editor enables you to create and manipulate the images.

In-pack software contains the complete machine-code library of images, demonstration routines and the full graphics and sprite editor programs.

Each pack contains *two* full-colour Screen Shot programming manuals plus library cased cassette software. Superb value at £15.95 inc VAT for the complete pack.

Available from larger branches of Boots, Menzies, W H Smith and leading bookshops and computer stores. In case of difficulty, write to Dorling Kindersley Publishers Ltd,
1-2 Henrietta Street, Covent Garden, London WC2E 8PS.

DK Dorling Kindersley Publishers Limited

Evesham Micros

THE UTILITY SPECIALISTS

FREEZE FRAME

THE NEW GENERATION OF BACKUP METHODS HAS ARRIVED

"Freeze Frame" is the product that '64 owners have been waiting for. At the flick of a switch **"Freeze Frame"** will take control of your computer and freeze the program in memory, allowing you to **SAVE it to tape or disc**. The uses are endless, but typical applications are . . .

TAPE TO DISC: ANY program can be frozen and **transferred to disc** regardless of the type of loading technique used. (Disc save incorporates a fast loading system.)

DISC TO TAPE: ANY memory resident disc program can be backed up onto tape. (Choice of normal or turbo save speed.)

DISC TO DISC: It is possible to make a self contained back up of disc based programs that will both **load at high speed** and **allow the rest of the disc to be used as normal**.

TAPE TO TAPE: Tape back ups can be made at turbo speed with just one tape deck.

In fact **"Freeze Frame" will FREEZE any program** that is memory resident, and allow you to make a back up of that program onto tape or disc. The beauty being that the saved version can be a fast booting single file. The process is **completely automatic**, no knowledge of BASIC or machine language is required, just follow the prompts and the simple instructions for **100% success**.

"Freeze Frame" is a hardware "device" that plugs into the cartridge port of the '64. It does **NOT** dump the entire contents of memory, just the **working program**. Programs converted run **independently** of the hardware.

ONLY £39.95

WARNING: Don't be mislead by other adverts, if you want to transfer turbo load programs to disc, software only utilities are **inadequate**. They suffer from a variety of drawbacks including poor success rate, awkward to use, greedy on disc space and overpricing.

DOUBLER

The tape back up "device"

Doubler has been an **enormous success** and continues to sell very well. Why? Because it is the **best product of its type** on the market. Doubler uses a unique method that copies **all types of software** regardless of speed. It consists of **hardware and software**. The software is the key part as unlike other products of its type Doubler creates a **brand new machine copy**. It is very easy to use and very successful. In fact our tests **have proved** that this "device" can achieve **100% success**.

Requires access to two data recorders.

ONLY £12.95

Why settle for less—this is the best.

HARDWARE SPECIALS

STAR SG10C
The ultimate Commodore ready printer. 120 cps or 40 cps in near letter quality mode. Friction and tractor feed.
ONLY £249.00

1541-MPS803 PACKAGE NOW IN STOCK: **£199.95**

CPM 128 **£259.95**

1570 DISC DRIVE **£189.95**

MPS803 PRINTER
Exceptional print quality for the price.

1541 DISC DRIVE **ONLY £119.95**
Look at this price, it is not a misprint.

DISC NOTCHER **ONLY £149.95**
Handy new tool allows you to punch a second write protect notch in your discs. Double your disc capacity by using both sides of your discs.

ONLY £9.95

DISC DISECTOR V3.0

Now the ultimate disc copying and utility program for the CBM 64 with 1541 disc drive has been **improved even further**. As well as general improvements plus the addition of some useful utilities two important new programs have been added.

The Evesham Nibbler
This is the first copier of its kind to appear on the U.K. market. It is a **true nibbler** (byte for byte) copier that will copy **ALL DOS errors automatically**. This includes DOS errors 20–29 inc. plus non standard errors like half tracks, extra tracks, non standard sync, renumbered tracks, etc. They are all treated as normal work. No knowledge is required at all it just **"nibbles away"** and produces a perfect copy. Yet it **only takes eight minutes**. Has copied **all discs tested** (except itself). A **class above** anything else available.

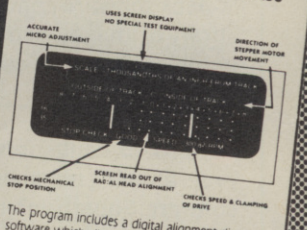
Fast File Copier
An **incredibly handy** selective file copier that LOADs and SAVEs at **five times** normal speed. Sounds useful? You won't believe how much until you have used it.
As well as these programs "Disc Disector" incorporates a whole host of useful utilities including the following. **Fast Format**, **Selective Menu Maker**, **Disc Editor** (new sophisticated machine code version), **Scratch/Unscratch**, **Fastcopy**, **Rename**, **Fastload** (four times faster), etc. etc.
This program is an **essential purchase** for the 1541 user.

ONLY £29.95

Customers with earlier versions may return them along with £9.95 for "V3.0".

ALIGNMENT PROBLEMS?

1541 PHYSICAL EXAM
IS YOUR 1541 HEALTHY? OR WOULD ITS PHYSICAL EXAM LOOK LIKE THIS ONE?
£39.95



The program includes a digital alignment disc and software which allows you to **accurately check and correct** disc drive alignment. The instruction booklet is **very detailed**. Also includes quiet drive stops to **stop** that "hammering" thus preventing further problems.

ONLY £39.95

Quickdisc+ FAST LOAD PLUS UTILITY CARTRIDGE

Get a **QUICKDISC+** cartridge plugged into your '64 and your 1541 will really **start to perform**. So many features per pound (sterling) that you will hardly believe it. Includes the following . . .
Fast LOAD and SAVE (four to five times normal speed). Works with most protected software. Can be switched in and out from the keyboard.
Fast Format takes just 10 seconds.
Fast Backup copies an entire disc in four minutes. (Not heavily protected software.)
Fast File Copier for selective fast copying.
Improved DOS commands (DOS 5.1) makes for easy use of the disc drive. e.g. $(RETURN) will LOAD and display a directory without overwriting BASIC. SHIFT RUN/STOP will LOAD"0:*",8,1 etc. etc. Very, very useful.
Incorporates Centronics printer software (user port) **with CBM graphics** capability. See "Commodore Connexion" for suitable lead.
A RESET switch is fitted. (We have found this to be "unstoppable", it also preserves the tape buffer.)
NO MEMORY IS USED by this cartridge, it is totally "transparent" and uses special switching techniques.
Now the price. No, not £49.95, it's **not even half** that much. Can you afford to be without QUICKDISC+.

ONLY £19.95

No extra connections are necessary with QUICKDISC+ and unlike most similar products it is compatible with printers and second drives.

SELECTED UTILITIES

DISCO
Still **the best tape to disc** utility for normal speed loading tapes. Simple to use but rarely beaten. **ONLY £9.95**

FASTBACK
Converts most slow loading tapes to **"turbo" load**. Single and multi part. Very easy to use. **ONLY £9.95**

BIG MOUTH
A superb text to speech synthesis program that is great fun to use. **Unlimited vocabulary**. **ONLY £7.95**

ROCKET
A useful resident fastload/save utility for the '64. Handy for the programmer who hasn't a disc drive. **ONLY £7.95**

TAPER
Tape copier for normal speed loading software. Easy to use and very rarely beaten. **ONLY £5.95**

COMMODORE CONNEXION
Software and cable for connecting **any centronics type printer** to the '64. Or use with Quickdisc+. **ONLY £17.95**

QUICKDISC
Speeds up disc loading by **four to five times**. Includes menu maker and other utilities. **ONLY £11.95**

AZIMUTH 3000
Allows you to **check and realign** your data recorder head alignment. Screwdriver provided. **ONLY £8.95**

THE ANATOMY OF THE 1541
Get to grips with your 1541 with this **very detailed book**. Includes a full ROM dissassembly. **ONLY £8.95**

THE ANATOMY OF THE '64
The best insight into the '64. Lots of **"secret"** information. **ONLY £8.95**

ZEUS ASSEMBLER
Reviewers have consistently considered this **the best** cassette based assembler. **ONLY £9.95**

FIRST PUBLISHING ASSEMBLER MONITOR
The **ultimate** in disc based assemblers. From the same home as the "anatomy" series. **ONLY £19.95**

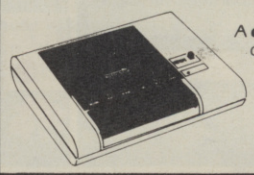
DTL JETPACK cassette
BASIC compiler will handle programs up to 12K long. Easy to use, handles **all** BASIC. **ONLY £14.95**

DTL JETPACK disc
Disc based compiler will handle **any** program length. This is the one **the professionals use.** **ONLY £29.95**

3M Floppy Disks

BOXES OF TEN DISCS
SS/DD £16.00
DS/DD £20.00

NEW SPECIAL PACKS WITH PLASTIC CASE
SS/DD ..... £17.00 including Case
DS/DD ..... £21.00 including Case



DATA RECORDER
A **dedicated** data recorder designed for use on the CBM 64 or Vic-20. Specification as C2N but **with pause button.** Model available for the PLUS4 or 16 at same price.
SATISFACTION GUARANTEED.
ONLY £29.95

All prices include P&P and VAT. Send cheque, Postal Order or Credit Card No. Credit Card orders accepted by phone. Callers welcome. Wide range of goods stocked. Trade enquiries welcome. European orders send price as advertised. Outside Europe £2.00 for air-mail. Mail order to Evesham Shop please.

EVESHAM MICROS
BRIDGE STREET, EVESHAM, WORCESTERSHIRE
Tel: 0386 41989

MICRO CENTRE
1756 PERSHORE ROAD, COTTERIDGE, BIRMINGHAM.
Tel: 021-458 4564

Access VISA

REWRITE HISTORY THIS WEEKEND!

All action strategy games from SSI- -the world's No.1 war game company

64

At last here is your chance to see how you shape up as a General in a real battle! The pages of history record the triumphs and failures as Eisenhower, Montgomery, Rommel and Von Rundstedt battled in Europe and North Africa. But with a clear thinking strategist like yourself in command perhaps the historians would have had a different story to write!

U.S. Gold is proud to present four of the best strategy games by Strategic Simulations Incorporated:

KNIGHTS OF THE DESERT pitches the British Forces of Montgomery against the might of Rommel and his Panzer Divisions in the classic North African campaign of 1941.

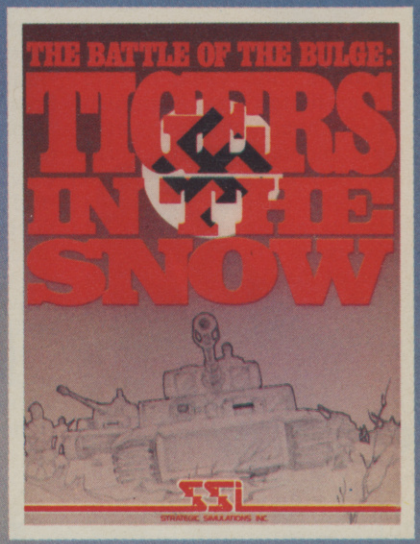
BATTLE FOR NORMANDY commences on 'D-Day' June 6th 1944 and relives the Allied Forces attempt to smash Hitler's Atlantic Wall.

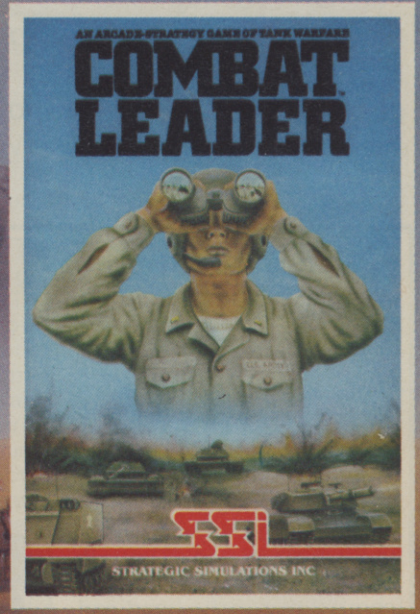
TIGERS IN THE SNOW reconstructs the legendary Battle of the Bulge as in December 1944 the Panzer Divisions of Von Rundstedt try one last gamble in a desperate attempt to halt Eisenhower's advancing Allied lines.

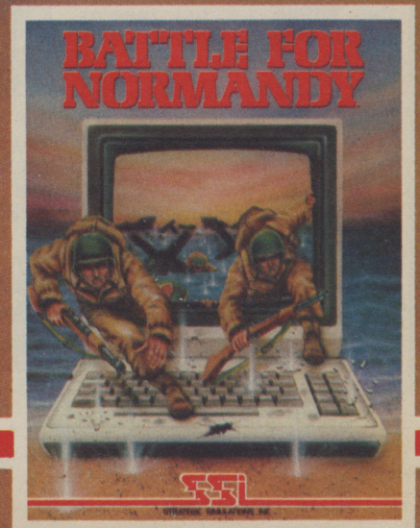
Who will be the victor and who the vanquished?

Only you have the answers!

And if you're looking for strategy with arcade action then COMBAT LEADER will test all your wits, depth of thought and reflexes in this toughest of battle challenges!







£14.95
disk & cassette

U.S. GOLD
All American Software

THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores including:
BOOTS WHSMITH JOHN MENZIES WILDINGS WOOLWORTH

DEALERS! For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020.

SSI
STRATEGIC SIMULATIONS INC.

GET A GRIP!

Even the best gamesters struggle to achieve the highest scores, get the longest javelin throw and do some really nifty screen designs if they're not using a realy good quality stick. That's why we've paid special attention to points like speed, robustness and fire-power on shoot 'em ups, direction and strength for simulations and pin-point accuracy for drawing packages. We've also thrown in some of the more 'specialised' models.

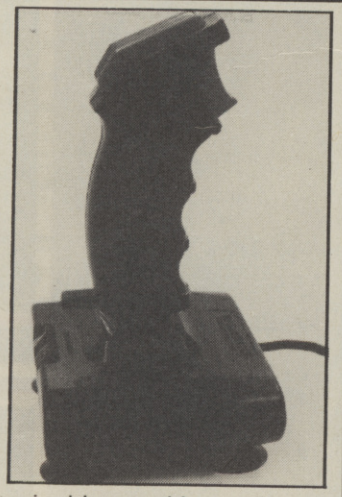
Reviews are clearly priced so you can go for the model to suit your pocket straightaway. Remember, trial and error is the best way of choosing a joystick so try them about before parting with your readies.

The G-Force demand the best joysticks when they're reviewing. So they got Valerie Buckle to road test a whole load of models. We're publishing her 'confidential' report because, like the G-Force, you deserve the best . . .

Quick Shot II

Spectravideo

£9.95



For many, this is the ultimate in joysticks, it's certainly the best selling. Coloured red and black its square base is easy to hold and the four suckers give a strong grip for use on a tabletop. The grip on the shaft really does feel comfortable in the hand and the whole joystick seems robust enough to last. The two fire-buttons — one for the thumb on top and another as a trigger — are easy to access and respond well to pressure.

Quickshot gives good control over all movements and is accurate enough to ensure high scores. There's also an optional auto-fire switch on the base which works very well.

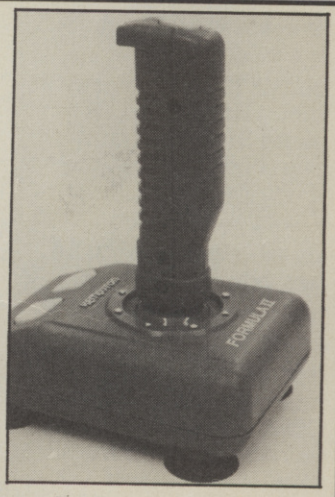
The very fine control required by graphics packages could prove too much for this stick so if this is what you'll use it for, check it out carefully.

VERDICT: One of the best for games, but probably not for budding designers.

Formula II

Kempston

£11.95



Another one to get full marks for imagination, this time for the bright blue colour with white fire buttons and direction indicators. The Formula II has a longer base than most but this gives greater accessibility of the two fire-buttons to the front of the base. The grip on the shaft tends to irritate the finger tips and there is a third fire-button located on the top. Four suckers on the base worked well, but this is one stick which is probably more comfortable to use in the hand.

The shaft of the Formula II has to travel a long way and this makes for tired hands although once you get used to this action it does not detract from the stick's manoeuvrability. I found this one accurate in use and very responsive despite the large vertical path. Fire-buttons reacted well and, in general, it performed well on the games test. The base of the shaft does not feel too tough so I would doubt its ability to stand up to prolonged battering when you're going for the 100 metres record.

On the drawing test, the long vertical path detracted from the accuracy of this joystick. Any movement tended to drift a little further than was wanted but the diagonals were stable and accuracy was satisfactory using the magnify mode.

VERDICT: Definitely worth considering for games use but not for any program which requires single pixel accuracy.

Mach 1

Cheetah

£8.95

Sounds as if someone had his/her tongue firmly lodged in their cheek when naming this joystick but it certainly proved to be no joke when

put on trial. Tough construction makes this stick particularly suited to shoot'em ups at their meanest. The square base is that much more comfortable to hold than most, due to the raised sections on either side which give firm grip to the hand.

Alternatively, the four base suckers will bear the strongest force I could muscle up. The shaft feels solid and the grip fits the fingers well, making this joystick one of the best in terms of comfort.

Three red fire-buttons are provided on the base, trigger and top. I liked the size of the top button which allows even the shortest of thumbs good control. Auto-fire on the front of the base is convenient to access so, in all, this one gets the thumbs up for design.

The travel of the shaft is relatively short and the Mach 1 proved very responsive to fine movements and accurate to boot. I had no problems shooting accurately or dodging lasers and was impressed with the control of diagonals. This stick will probably stand up well to abuse and can't really be faulted for games.

The same positive results were gained with drawing software. The Mach 1 was accurate enough to draw well. Again, the response of the shaft was good and it didn't drift off course. My only reservations with the drawing program is that this type of joystick is perhaps too toughly constructed to suit those creative moments. It becomes a bit tiresome to wield such a cumbersome object for fine work.

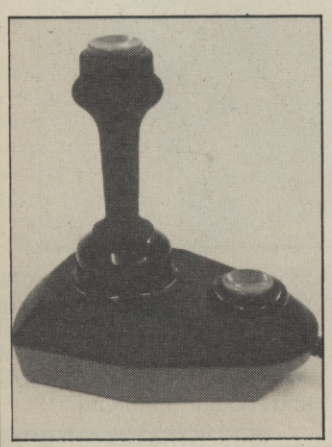
VERDICT: A great joystick which will give you many hours of fun at a good price.

Arcade Turbo

Euromax

£14.55

This is basically a souped-up version of the *Arcade* and is similar in many respects. Design of the base is almost identical with tapered front and three rubber pads on the underside. The shaft features



a second fire-button and a switch on the base allows you to choose between either the base or the top fire-button. However, both buttons feel rather loose and the one on the top tends to be in the way when you don't want it and difficult to find when you do.

For games use, I found the Turbo too uncomfortable to be a serious contender although it's fairly fast, reasonably responsive and sufficiently accurate.

For drawing, the turbo just proved too inaccurate although this improved using the zoom or magnify mode. The diagonals tended to wander somewhat and, all in all, I found it unsuitable for detailed graphics.

VERDICT: Not really good enough to warrant the price but performance is adequate if you don't mind discomfort.

Gun Shot II

Vulcan

£9.95

Another firm favourite with games players, this joystick is very similar to the best models around. Again, colours are black and red with raised sections on the base together with effective suckers. The shaft feels strong and durable but lacks the finger grips of the others. This is not really a problem as it does give you the opportunity tomove your hand when things get too sweaty.

The two fire-buttons on the base and top are very responsive but the round button on the top can be difficult to access in times of need. Once again, auto-fire is offered for shoot 'em ups via a switch on the base. This joystick stood up well to a severe pounding at Matrix and responded accurately and with speed. Diagonals were easy to get and accurate firing meant consistently high scores.

However, on the graphic art programs, the Gun Shot II proved bulky and, although diagonals were not difficult, I was not convinced. Even using magnify, single pixel accuracy was almost impossible to achieve. One plus factor is the stick's smooth movement but even so, drawing was difficult to control.

VERDICT: Great for games, not so hot for those with an artistic bent. Gun Shot I is also available without autofire, for just £7.95.

RAT

Cheetah

£29.95

The Remote Action Transmitter, commonly known as the RAT works along the same lines as the remote gizmo on your telly. The receiver, housed in a brown case plugs into the joystick port and receives signals from the touch controllable grey/blue transmitter. Direction contact area is within a circle towards the rear of the transmitter and the most sensitive area is just inside of the pips which are really just directional guides. The fire contact area is situated towards the front and a light pressure will activate firing. A removable cover on the underside reveals a connector for the battery (not supplied).

The RAT is very difficult to use at first. My fingers slipped all over the circle before I eventually got used to the unconventional mode of operation.

Thus, my players roamed the screens and lasers fired indiscriminately. With use, it did prove quite accurate and it certainly is very responsive to directional movement and to firing. Even after a fair amount of practice I would not recommend this for fast gamesters. By the way, it works from across the room, and signals can even be bounced off walls.

Drawing software gave interesting results though

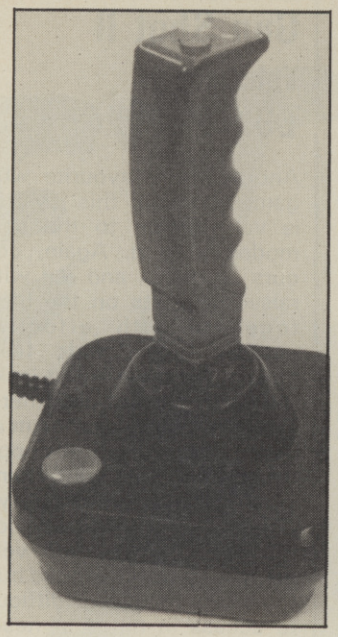
not exactly what I was aiming for as I found the RAT too difficult to control to get fine details. Directional stability was good, again response was adequate but single pixels unattainable.

VERDICT: Very good once you get used to it and I liked the lack of obstructive leads. Rather pricey, though.

Super Threeway

Wico

£32.99



This has got to be one of the sturdiest sticks around — and probably the most expensive. It's called 'threeway' because you get three detachable handles. There's a slim smooth one, a Quickshot-type grip and a straight grip with a round knob on the top. Choose your handle carefully to suit the game you're playing.

It conforms to the red 'n black tradition and has two fire-buttons; one on top, one on the side. There's no auto-fire option but there is a switch to activate either the top or both buttons.

Movement is sturdy but a little stodgy for really nippy control. The rather tall handle gives a lot of travel, so you've really got to emphasise movements to get results. Both fire-buttons are light and responsive. But this stick comes into its own with joystick-rattling sports simulations. Crank it as hard as you like, it really feels unbreakable.

Good and positive results were achieved with drawing packages but since you're paying for strength, it seems rather wasted on delicate movement.

VERDICT: Very pricey but an absolute must if you're a joystick wrecker.

Challenger

Euromax

£6.95

Looks very much like the QuickShot II with its black and red design and similar hand grip. The base of the stick is round and so is marginally easier to grasp and again, there are four base suckers. The two fire-buttons on the top and front are simple to use but did not respond quite so well and made a very loud 'clicking' noise which can be offputting.

The auto-fire option located on the top of the base makes up for this to a certain extent but, as we all know, auto-fire is not always very useful when shots have to be timed carefully.

The travel of the shaft is fairly short but its base felt quite loose and the response to movement I found to be poor. Diagonals were almost impossible to get in the heat of the moment and my general impression was that the Challenger would not stand up to sports simulation type pounding for long.

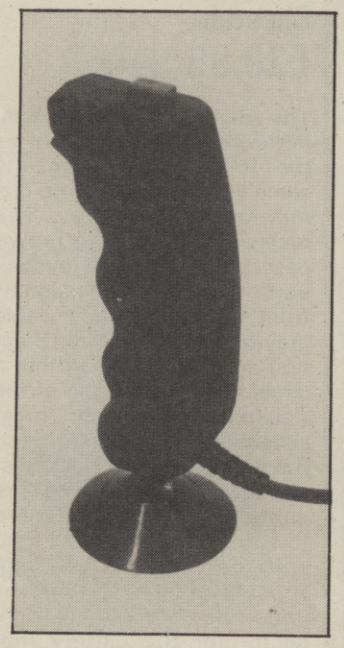
On drawing packages, this stick fared badly, being too inaccurate to do much even using a zoom mode. Response was not up to much, resulting in drifting lines although, when I could get them, the diagonals were fairly stable.

VERDICT: A bit too pricey for mediocre results.

The Stick

Lightwave

£12.95



This is a baseless joystick for single hand use which works by means of tilt switches. Glass tubes inside the shaft contain a small amount of mercury and when the stick is tilted, the eight-point switch is activated. The black shaft has a finger grip and two red fire-buttons, one on the top and another for the index finger. A small sucker can be attached to the base of the shaft if you prefer more conventional control.

In tests, this one proved quite difficult to get used to as it is easy to tilt the stick too far and consequently play goes out of your control. When playing games which require fast movements this did not give adequate control and accuracy.

Similarly, the 'Stick' wandered around with drawing software although directional stability was good. Single pixel accuracy was well nigh impossible. One program I did find this ideal for was Psychedelia, as it proved very conducive to the Minter approach to entertainment.

VERDICT: A very specialist joystick not recommended for run-of-the-mill games.

Kraft

Vulcan

£12.95

This is a whole range of sticks that are new to the scene. The first arrival (not yet named) should prove popular with those of a less aggressive nature.

Design is very conservative with a square base, two small fire-buttons towards the front and a small shaft (approx. 2 in.) protruding upwards from the middle. Control can either be 4-way or 8-way activated by two small switches on the base.

The shaft is not very robust and the whole design unsuitable for many of the most popular games although it is fairly comfortable to hold and control of movement is good. I found the Kraft accurate for moving around the screen and the fire-buttons responsive.

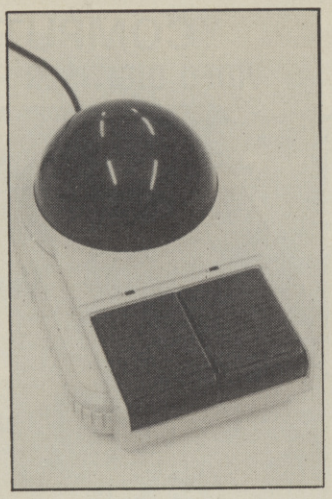
However, it really came into its own with drawing software as it proved accurate enough for even single pixel movement. Diagonals again were easy to draw and stable and I couldn't fault it.

VERDICT: Not worth considering if you just want to play fast games but ideal for graphics or for CAD.

Quickshot IX

Spectravideo

£13.95

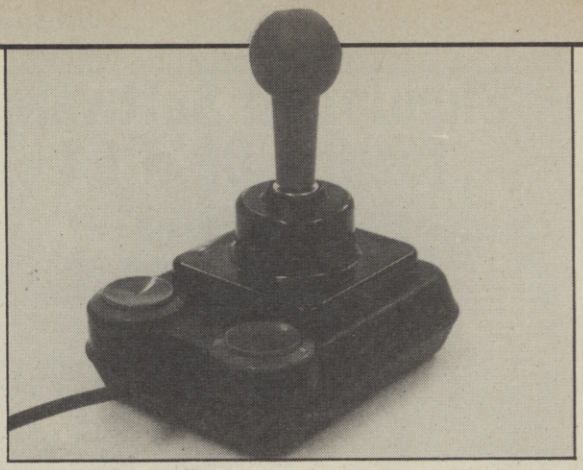


This controller looks very much like a track ball but works on the same principle as a joystick. The large rectangular cream base houses two enormous brown fire buttons with LEDs which flash on when the buttons are depressed. Auto-fire is selected via a switch on the side. At the other, curved, end of the base a large spherical brown ball controls movement by pivoting in the direction indicated by light pressure. Left or right hand modes are available via another switch on the side of the base. Once again, four suckers allow table top use.

In action, I was impressed with this one, despite its ugly looks. It is very comfortable to operate, no blistered thumbs here. Response to pressure in any of the eight directions is quite fast and accuracy seemed fair. The fire-buttons give rapid fire but, all in all, I found the novelty of control rather difficult to get used to.

Using drawing software, I found directional very good but pixel accuracy poor unless using the magnify mode. Response was satisfactory but the overall size is too chunky for fine drawing with a graphic art package.

VERDICT: Full marks for an innovative design, with fairish results on tests but others will serve you better.



Competition Pro

Euromax

£10.75

The Competition Pro is almost identical in style to the Formula 1 except that its colours are (yawn) black and red. Same large, square base, two fire-buttons and rubber pads give the same pros and cons. The 'click' on this one is slightly less audible but still gives adequate indication of movement. The travel on the shaft is a little longer and less smooth but really, the differences are minimal.

The same results were to be had, response to movement was good, accuracy high, and fire-button control gave satisfying scores. The eight directions presented no problems for this joystick even in the thick of battle.

Similarly, this stick gave consistently high quality with drawing software. Control of the joystick was good giving accurate drawing, response was pretty instantaneous and all directions stable.

VERDICT: Not much to choose between this and Formula I, both being of a similar high standard.

Formula 1

Kempston

£16.95

Based on the popular Pro 5000 joystick, this is my personal favourite as it will perform well in most situations. Bright blue with two big white fire buttons to the front of the base, this stick is really designed to be hand-held even though its square base makes it a little too hefty for comfort. Four rubber pads on the base do give some slip-resistance but it is not adequate for most current games.

Shaft response is almost immediate and requires only a slight touch. One of the nices features is the soothing 'click' as the switches connect but this does not detract from the smoothness of the controls.

This joystick was extremely accurate on test and all eight directions very easy to achieve. Chunky fire-buttons for left or right-hand use were responsive and my only reservation is that it becomes uncomfortable in the hand after continued use.

Equally good for graphics, with a fine degree of response to movement and accurate for detailed work. All eight directions worked well and were stable.

VERDICT: If you can only afford one joystick for a variety of uses, then this or the Competition Pro will probably be best for you.

Arcade

Euromax

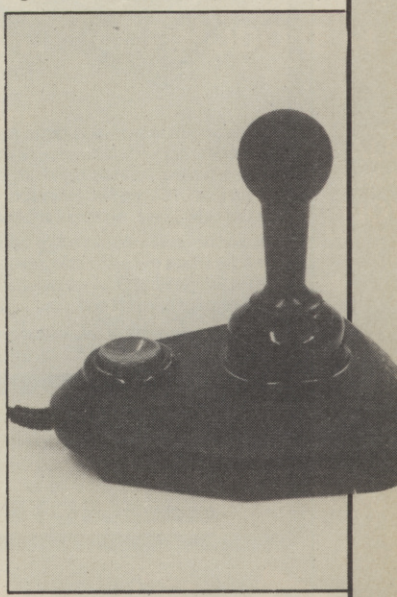
£9.75

This joystick is quite nicely styled to give a high degree of comfort. The base is square at the rear but tapers towards the front so it sits comfortably in the hand. The whole thing is black with one red fire-button at the front of the base.

Three rubber feet work reasonably well on a tabletop, the shaft feels tough and durable, length of travel is short and movements require a mere touch with corresponding 'clicks'.

I found the Arcade comfortable and easy to use although response to shaft movements was a little sluggish and the fire-button loose. Reasonable accuracy was achieved but not good enough for the real enthusiast.

The Arcade performed similarly with the drawing programs. The eight directions were all stable and easy to achieve, response good and accuracy fair.



VERDICT: Not bad, but doesn't excel in any one area so there are better to be had for the same price.

Simulation Software for the CBM 64

Title	Type	RRP	Our Price
747 Flight Simulator	FS	12.95	11.65
Air Combat Emulator	AC	9.95	8.95
Aircraft	AC	7.95	7.15
Airwolf	AC	7.95	7.15
Baltic '85 (D)	WG	33.41	30.06
Battle for Midway	ST	9.95	8.95
Battle for Normandy (C)	ST	14.95	13.45
Battle for Normandy (D)	ST	14.95	13.45
Beach Head (C)	ST	9.95	8.95
Beach Head (D)	ST	12.95	11.65
Beach Head II (C)	ST	9.95	8.95
Beach Head II (D)	ST	12.95	11.65
Blue Max (C)	AC	9.95	8.95
Blue Max (D)	AC	14.95	13.45
Blue Thunder	AC	6.95	6.25
Breakthrough in the Ardennes (D)	ST	59.29	53.36
Broadsides (D)	WG	38.76	34.88
Carrier Force (D)	WG	58.19	52.37
Choplifter (C)	AC	9.95	8.95
Choplifter (D)	AC	12.95	11.65
Combat Leader (C)	AC	14.95	13.45
Combat Leader (D)	AC	14.95	13.45
Combat Lynx	AC	8.95	8.05
Dambusters (C)	AC	9.95	8.95
Dambusters (D)	AC	14.95	13.45
Drop Zone (C)	AC	9.95	8.95
Drop Zone (D)	AC	14.95	13.45
Elite (C)	AC	14.95	13.45
Elite (D)	AC	17.95	16.20
F-15 Strike Eagle (C)	FS	14.95	13.45
F-15 Strike Eagle (D)	FS	14.95	13.45
Fighter Pilot (C)	FS	9.95	8.85
Fighter Pilot (D)	FS	12.95	11.65
Flight Path 737 (C)	FS	7.95	7.15
Flight Path 737 (D)	FS	9.95	8.95
Flight Simulator II (C)	FS	38.76	34.88
Flight Simulator II (D)	FS	48.48	43.63
Flyer Fox	AC	9.95	8.95
Glider Pilot (C)	FS	8.95	8.05
Glider Pilot (D)	FS	12.95	11.65
Harrier Attack	AC	6.95	6.25
Heathrow ATC	ATC	7.95	7.15
Hellcat Ace (D)	FS	27.72	24.95
IFR (Flight Simulator) (D)	FS	26.80	24.00
Interdictor Pilot (C)	AC	17.95	16.20
Interdictor Pilot (D)	AC	19.95	17.95
Jump Jet	AC	9.95	8.95
Kennedy Approach (C)	ATC	9.95	8.95
Kennedy Approach (D)	ATC	14.95	13.45
Knights of the Dessert (D)	WG	17.25	15.52
Le Mans	MR	11.99	10.79
Midway Campaign (D)	ST	14.03	12.62
Mig Alley Ace (C)	FS	9.95	8.95
Mig Alley Ace (D)	FS	14.95	13.45
Nato Commander	ST	9.95	8.95
Neutral Zone (C)	WG	31.35	28.20
Neutral Zone (D)	WG	31.35	28.20
Night Mission Pinball (D)	AC	33.41	30.06
Operation Whirlwind (C)	AC	11.95	10.75
Operation Whirlwind (D)	AC	14.95	13.45
Paras	ST	6.95	6.25
Pitstop (C)	MR	8.95	8.05
Pitstop (D)	MR	11.95	10.75
Pitstop II (C)	MR	9.95	8.95
Pitstop II (D)	MR	13.95	12.55
Pole Position (C)	MR	9.95	8.95
Pole Position (D)	MR	14.95	13.45
Raid over Moscow (C)	ST	9.95	8.95
Raid over Moscow (D)	ST	12.95	11.65
Solo Flight (C)	FS	9.95	8.95
Solo Flight (D)	FS	14.95	13.45
Space Pilot (C)	AC	7.95	7.15
Space Pilot (D)	AC	9.95	8.95
Space Shuttle	AC	9.99	8.99
Space Shuttle (D)	AC	19.95	17.95
Special Operations	ST	6.95	6.25
Spitfire 40	FS	9.95	8.95
Spitfire Ace	FS	9.95	8.95
Stunt Flyer (C)	AC	9.95	8.95
Stunt Flyer (D)	AC	12.95	11.65
Super Huey (C)	AC	8.95	8.05
Super Huey (D)	AC	14.95	13.45
Theatre Europe (C)	ST	9.95	8.95
Theatre Europe (D)	ST	12.95	11.65
Tigers in the Snow	WG	14.95	13.45
Tornado Low Level	AC	7.90	7.10
Wing Commander	ST	7.95	7.15
Zeppelin Rescue (C)	AC	17.95	16.15
Zeppelin Rescue (D)	AC	19.96	17.95

AIRBORNE SOFTWARE SPECIALISES IN THE VERY BEST SIMULATION SOFTWARE AT REALISTIC PRICES – INCLUSIVE OF POSTAGE

FS = Flight Simulation: AC = Arcade Type Simulation:
MR = Motor Racing: ATC = Air Traffic Control:
ST = Strategic Simulation: WG = Wargame

All programs are available on cassette unless shown with suffix (D). Please specifiy (C) or (D) and your machine when ordering.

Send your cheque/postal order to:

AIRBORNE SOFTWARE (CU12), P.O. BOX 1940
WATFORD WD5 0DL

"COMPUTEREYES"

VIDEO DIGITISER FOR YOUR 64/128

COMPUTEREYES digitises from any video source, including video recorder and video disc. The PAL version of this popular system by Digital Vision Inc. is now available from Stem Computing.

COMPUTEREYES connects the video source to the Commodore through the User I/O Port. An image is acquired in less than 6 seconds and multi-scanning modes of the same image allow a realistic grey scale picture to be constructed.

Comprehensive software on the **COMPUTEREYES** disc contains image capture, image-packing, saving and loading routines all driven by a Menu executive program. Individual routines can readily be incorporated into your own programs; the Manual gives details. Optional enhancement software and manual is available for interfacing **COMPUTEREYES** to Koala, Flexidraw, Doodle and Printshop image processing utilities.

(**COMPUTEREYES** is also available for Atari 800/800XL/130XE and Apple II series).

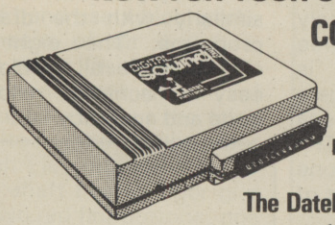
Christmas Price: £129 Enhancements: only £14 Add VAT at 15%

Stem Computing

3 Blackness Avenue, Dundee DD2 1ER. Tel. 0382 65113

DIGITAL SOUND SAMPLING

NOW FOR YOUR COMMODORE 64



COMPLETE PACKAGE

£49.99

POST FREE

FOR DISC BASED SOFTWARE PLEASE ADD £2.00

The Datel Sampler now brings you this technology at a sensible price!

- The Sampler allows you to record any sound digitally into memory and replay it instantly at any pitch, backwards, forwards, ascending scale, descending, with echo, reverb, flanging, endlessly looped etc. Truly professional hardware incorporating:
- Full 8 bit DTOA and ADC conversion.
- Line or MIC input, line output and feedback control.

A comprehensive sofware packing including:

- A live effects menu with echo, reverb, digital delay, flanging etc.
- Full Sample editing facilities with review and on screen frequency plotting.
- A powerful sequencer with direct input and editing.

Available now complete hardware/software package. Complete with microphone. (Disc software please add £2).

GUARANTEED SAME DAY DESPATCH ON ALL ORDERS
TRADE ENQUIRIES WELCOME

24 HR CREDIT CARD LINE

DEPT No: C.U.

DATEL ELECTRONICS

UNIT 8, FENTON INDUSTRIAL ESTATE, DEWSBURY ROAD, FENTON, STOKE-ON-TRENT
TEL: 0782 273815

MEGASAVE FANTASTIC SAVINGS

Release date say Ocean Nov/Dec

Yie Ar Kung Fu, Knight Rider, Rambo, Streethawk

Transformers: Each £6.75

Dr. Who	11.50	Pitstop II	7.85	Batalyx	7.50
Worms in Paradise	7.50	Quake-1	7.50	Crazy Comets	5.95
Critical Mass	6.75	Daley's Supertest	5.95	Karateka	8.00
Arcade	7.50	F.B. Boxing	5.95	Stealth	8.00
Sold a Million	7.50	Ghost Chase	7.50	Dr. Creep	8.00
L. Comp. People	8.00	Exploding Fist	7.50	Journey	5.95
L. Comp. People (D)	12.00	Rockfords Riot	7.50	Wizard's Lair	6.75
Ball Blaser	8.00	Red Moon	5.85	Starion	7.50
Who Dares Wins II	5.95	Five-a-Side	4.95	Monty On the Run	7.50
Scarabaeus	8.00	Blackwyche	7.50	S. Davis Snooker	7.50
Chimera	3.95	Karate	5.50	Paradroid	6.75
Super Sleuth	6.25	Beach Head II	7.50	Geoff Capes	6.75
Imhotep	7.50	Summer Games II	7.50	Schizophrenia	5.95
Desert Fox	8.00	Sky Fox	7.50	Spy's Demise	7.50
Rupert Ice Palace	5.95	Wizardry	7.50	Robin of the Wood	7.50
Kermit	7.50	McGuigan Boxing	8.00	Superman	7.50
Never Ending Story	7.50	Rupert Bear	5.95	Battle of Britain	7.50
Dynamite Dan	5.95	Fractalus	7.50	Bladerunner	6.75
Adrian Mole	7.50	Kennedy Approach	12.00	Underwurlde	7.50
Big Daddy	7.50	Mercenary	7.50	Fighting Warrior	5.95
Swords and Sorcery	7.50	Terromolinos	5.50	Mindshadow	8.50
Falklands '82	7.50	Blue Max 2001	7.50	Spy vs Spy II	7.50
Commando	7.50	Super Zaxxon	7.50	Nexus	7.50
Space Pilot 2	5.95	Speed King	7.50	Bounce	7.50
Skool Daze	5.95	Now Games	6.75	Racing Destruction	9.75
Lord of the Rings	11.95	Wurley Nurd	7.50	Pinball Construction	8.95
Young Ones	5.95	Code Name Mat II	6.75	Summer Games I	7.50
Impossible Mission	7.75	Donald Duck	7.50	Winter Games	7.50
Soft Aid	4.99	F15 Strike Eagle	12.00	Mail Order Monster	9.75
Frankie Hollywood	7.50	Zorro	7.50	Night Fights	7.50
Shadowfire	6.95	Hacker	7.50	Goonies	7.50
Elite	11.00	Zoids	6.75	Harvey Smith	6.85
Basketball	4.95	Sabre Wulf	7.50	William Wobbler	8.50

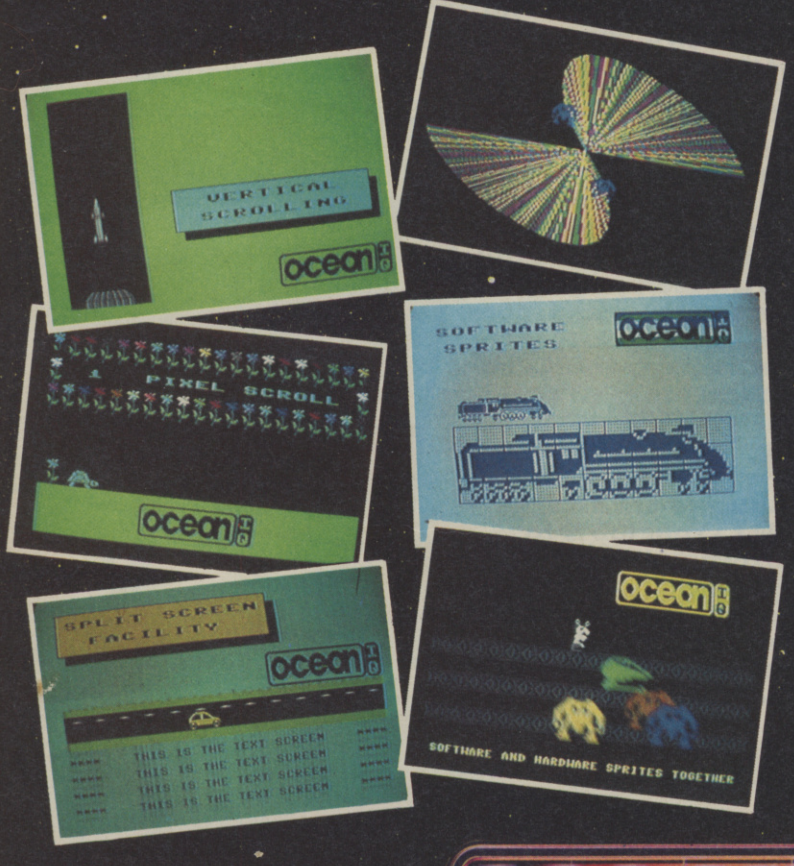
Postage included U.K. Please state which micro. Fast Service.
Send cheque/PO to:

MEGASAVE, Dept, CU
76 Westbourne Terrace, London W2

LASER BASIC

TURN YOUR COMPUTER INTO A PROFESSIONAL GAMES WRITING MACHINE FOR FUN AND PROFIT!

LASER BASIC adds more than 250 commands to the resident BASIC. Includes an extended interpreter, a sprite/graphic designer and 2 sets of pre-defined sprites. Easy to use, with a full demonstration program and extensive manual.



- The fastest and most powerful hardware and software sprite manipulation seen on Commodore. 255 sprites – up to 255 by 255 characters in size.
- Scrolling, enlargement, mirroring, rotation and inversion of sprites and screen windows.
- IF-THEN-ELSE, REPEAT-UNTIL, WHILE-WEND, CIF-CELSE-CEND and Procedures with local variables and full parameter passing *(including arrays)*.
- Extremley powerful second handling *(tunes can be stored in sprites and played under interrupt)*.
- Time Slicing – up to five parts of your program can be run concurrently. This facility combined with LASER BASIC's incredible speed make it the first BASIC truly able to produce fast dynamic video games.

OUT NOW FOR THE COMMODORE 64

£14.95 TAPE

£19.95 DISK

ALSO AVAILABLE NOW

Commodore
£19.95 TA
£24.95 DISK

A new age dawns! The arrival of LASER BASIC: first in a powerful range of development tools for fast programming, brought to you with the combined skill and resources of Ocean and Oasis – (producers of "White Lightning".)
Other, easy to use products in this expanding range will include screen artist/designers, music composers and machine code emulators to make your programming more rewarding and exciting.

ocean iq

INTERACTIVE SOFTWARE

Ocean iQ Software is available from selected branches of WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good software dealers. Trade enquiries welcome.

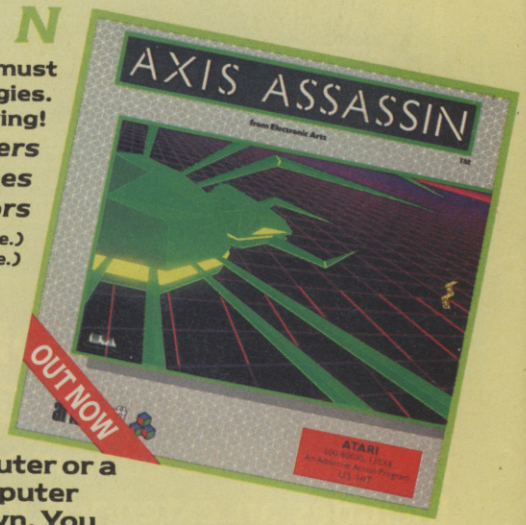
6 Central Street, Manchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 Oceans G.

INTRODUCING A NEW MID-PRICE RANGE OF HIGH PERFORMANCE PROGRAMS

5 GREAT TITLES

All Disks **£9.95** each All Cassettes **£7.95** each

AXIS ASSASSIN

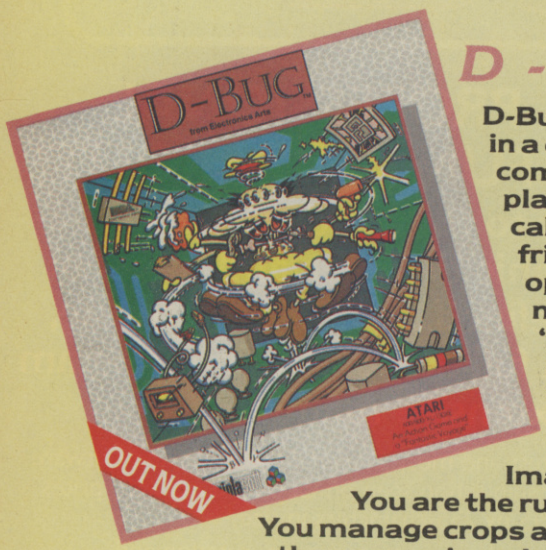


The Master Arachnid controls a swarming mindless army of killers. You must face them alone. Be faster. Fiercer. Deadlier. There are no rules. No strategies. Your only goal is to survive – or die trying!

● *Over 100 increasingly difficult battles* ● *Kamikaze Hunters*
● *Relentless Web Spinners* ● *Robot Drones*
● *Spores who divide into mutant guards* ● *Xterminators*

COMMODORE 64 *(Disk and Cassette.)*
ATARI *(Disk – coming soon on Cassette.)*

D-BUG



D-Bug is a game within a game in a computer within a computer. There you are playing an action/strategy game called Gotcha! against the computer or a friend. Suddenly, the D-Bug computer operating the game breaks down. You must then discover the fault and fix the 'Bug' causing the problems.

COMMODORE 64 *(Disk and Cassette.)*
ATARI *(Disk – coming soon on Cassette.)*

KAISER

Imagine yourself in the year 1700. You are the ruler of a small German province. You manage crops and estates and you lay down all the economic and social laws. The more successful you are, the higher you climb in the hierarchy of the nobility, gradually becoming more and more powerful, in order to take control of the whole of Germany as the Kaiser.

AMSTRAD *(Cassette.)* COMMODORE 64 *(Disk and Cassette.)*
ATARI *(Disk and Cassette.)*

SAUCER ATTACK

Alien flying saucers are attacking Washington D.C. Your job is to destroy them by firing energy balls at them. Unlike most games however, the saucers score each time one of your fireballs misses. You must score enough points to get a chance of knocking out the mothership and save the city – happy fire-balling!

COMMODORE 64 *(Disk and Cassette.)*

BUG BLITZ

Your mission is to find and destroy an army of mutant bugs who have made their homes in caverns deep beneath the planet's surface. A labyrinth of dangerous tunnels leads you down to these caverns which you must negotiate skillfully in your spaceship. Once you've destroyed the bugs in a cavern, you must return through the tunnels to the planet's surface.

But beware – the surface itself is not safe – it's covered with a network of randomly pulsing energy fields that can easily destroy your spaceship.

● *4-Way Scrolling Map* ● *Separate Caverns* ● *Inertia Bombs*
● *Multi-Screens* ● *Increasing levels of difficulty*

COMMODORE 64 *(Disk and Cassette.)*

THE ARIOLASOFT MID-PRICE SERIES – GREAT PROGRAMS – GREAT VALUE

Available from all good software retailers – if it's not there, please order it – or in case of difficulty, send your crossed cheque/P.O. made out to *Ariolasoft U.K. Ltd.*, including your own name and address, *To Ariolasoft U.K. Ltd., Suite 105-106 Asphalte House, Palace Street, London SW1E 5HS.*

Prices include P&P. UK orders only. Please allow 28 days from release for delivery.

ariolasoft
HIGH PERFORMANCE PROGRAMS

Silent Night

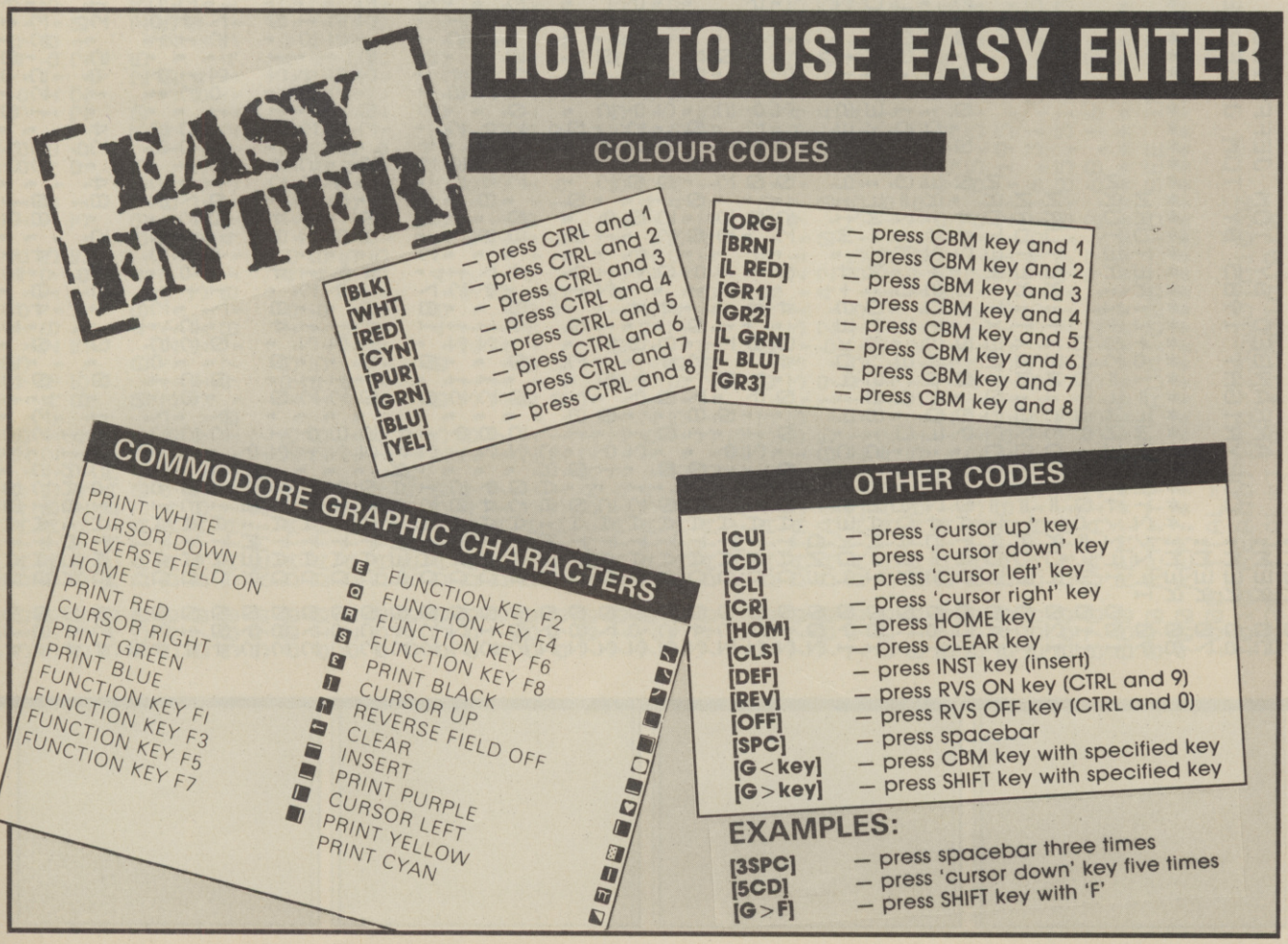
for the Commodore 64 by Tom Jeffries

Christmas just wouldn't be the same without the family carol singing. Picture it: grandad at the piano, the children's joyful faces as they sing merrily along.

Well you can forget all that boring traditional stuff. Computer-carols are all the rage — and why shouldn't the Commodore 64 get into the act?

So here it is, your very own type in and run carol. Astound your family on Christmas Day, put them off their turkey with Tom Jeffries' wacky 'interpretation' of this trad favourite.

It's simple, just type the listing on page 84 straight in. Be careful, though, there's lots of data. When you've fastened type 'RUN 1000' to check you haven't made a mistake.



```
10 GOTO160
20 REM:**********************************
30 REM:          SILENT NIGHT
40 REM:
50 REM:     ARRANGED BY TOM JEFFRIES
60 REM:  COPYRIGHT 1985 BY TOM JEFFRIES
70 REM:
80 REM:**********************************
90 IFZ<2THENWF=16+Z:RETURN
100 IFZ<4THENWF=30+Z:RETURN
110 WF=60+Z:RETURN
120 FORT=1TO35:NEXT:RETURN
130 FORT=1TO78:NEXT:RETURN
140 FORT=1TO230:NEXT:RETURN
150 DATA0,0,90,0,0,68,244,0,0,0,6,0,35,166,0,0,120,0,0,35,150,0,0,0,15
160 S=54272:FORA=STOS+24:READD:POKEA,D:NEXT:FORL=1TO147
170 READA,B,C,D,E,F,G,H:Z=GAND15:GOSUB90:W2=WF:Z=INT(G/16):GOSUB90:W1=WF
180 Z=HAND15:GOSUB90:W3=WF:POKES,A:POKES+1,B:POKES+7,C:POKES+8,D:POKES+14,E
190 POKES+15,F:POKES+4,W1:POKES+11,W2:POKES+18,W3:ONH/16GOSUB120,130,140:NEXT
200 END
210 DATA0,0,0,0,48,4,0,35,0,0,239,19,195,16,5,19,0,0,31,21,195,16,5,35,0,0
220 DATA31,21,97,8,4,19,0,0,239,19,195,16,5,35,0,0,31,21,195,16
230 DATA5,19,0,0,31,21,35,3,4,51,0,0
240 DATA0,0,187,3,0,19,0,0,0,0,187,0,3,34,0,0,0,0,244,3,0,19,0,0,0,0,244,3,0,34
250 DATA0,0,0,0,48,4,0,35,0,0,239,19,195,16,5,19,0,0,31,21,195,16,5,35,0,0
260 DATA31,21,97,8,4,19,0,0,239,19,195,16,5,35,0,0,31,21,195,16
270 DATA5,19,0,0,31,21,19,3,4,51,0,0
280 DATA0,0,187,3,0,19,0,0,0,0,187,0,3,34,0,0,0,0,244,3,0,19,0,0,0,0,244,3,0,34
290 REM:BAR5
300 DATA30,25,0,0,48,4,80,35,30,25,239,19,195,16,85,19,30,25,31,21,195,16,85,35
310 DATA49,28,31,21,97,8,84,19,30,25,239,19,195,16,85,35,30,25,31,21,195,16
320 DATA85,19,31,21,31,21,35,3,84,51,31,21,0,0,187,3,84,19
330 DATA31,21,0,0,187,3,84,34,31,21,0,0,244,3,84,19,31,21,0,0,244,3,68,34
340 REM:BAR7
350 DATA30,25,0,0,48,4,80,35,30,25,239,19,195,16,85,19,30,25,31,21,195,16,85,35
360 DATA49,28,31,21,97,8,84,19,30,25,239,19,195,16,85,35,30,25,31,21,195,16
370 DATA85,19,31,21,31,21,35,3,84,51,31,21,0,0,48,4,84,19
380 DATA31,21,0,0,48,4,84,34,31,21,0,0,71,5,84,19,31,21,0,0,71,5,68,34
390 REM:BAR9
400 DATA162,37,0,0,71,6,80,35,162,37,223,29,30,25,85,19,162,37,165,31
410 DATA30,25,85,35,162,37,165,31,143,12,68,19,162,37,223,29,30,25,85,35
420 DATA162,37,165,31,30,25,85,19,165,31,165,31,71,6,84,51,165,31,0,0,152,5,84,1
9
430 DATA165,31,0,0,152,5,84,34,165,31,0,0,180,4,84,19,165,31,0,0,180,4,68,34
440 REM:BAR11
450 DATA135,33,0,0,48,4,80,35,135,33,239,19,195,16,85,19,135,33,31,21,195,16
460 DATA85,35,135,33,31,21,97,8,68,19,135,33,239,19,195,16,85,35,135,33,31,21
470 DATA195,16,85,19,30,25,31,21,35,3,84,19,30,25,31,21,35,3,84,34,30,25
480 DATA143,10,97,8,85,51,30,25,143,12,143,10,85,51
```

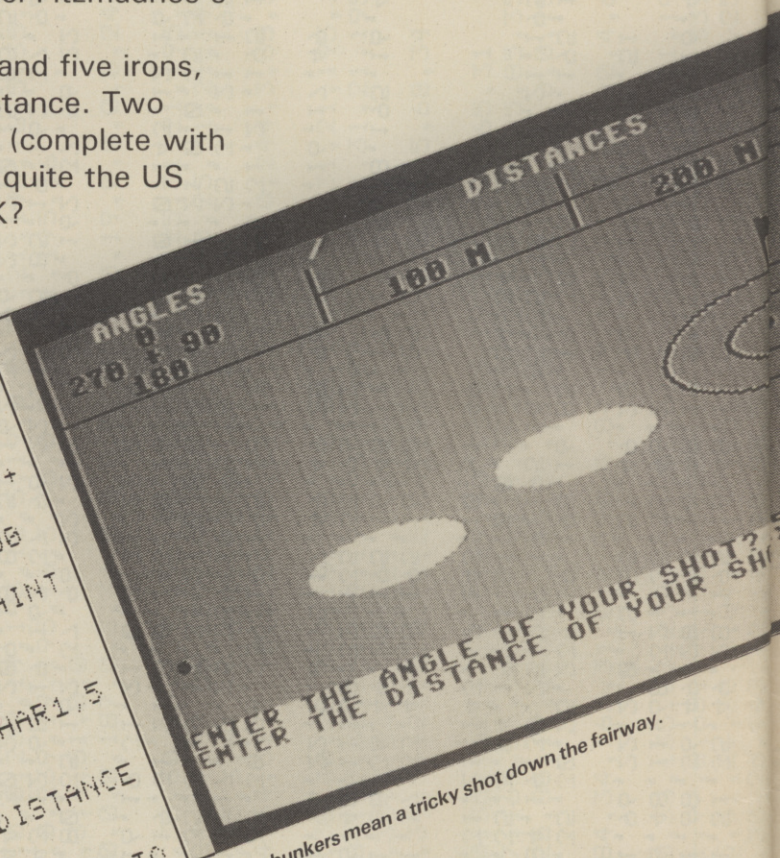
```
470 DATA195,16,85,19,30,25,31,21,35,3,84,19,30,25,31,21,35,3,84,34,30,25
480 DATA143,10,97,8,85,51,30,25,143,12,143,10,85,51

490 REM:BAR13
500 DATA49,28,195,16,48,11,51,35,49,28,195,16,48,11,85,21
510 DATA49,28,195,16,48,11,68,36,49,28,195,16,48,11,51,19,49,28,195,16,48,11
520 DATA85,21,49,28,195,16,48,11,68,32,135,33,96,22
530 DATA24,14,85,51,165,31,96,22,210,15,85,51,49,28,96,22,195,16,85,51
540 REM:BAR15
550 DATA30,25,0,0,48,4,80,35,30,25,239,19,195,16,85,19,30,25,31,21,195,16,85,35
560 DATA49,28,31,21,97,8,84,19,30,25,239,19,195,16,85,35,30,25,31,21,195,16
570 DATA85,19,31,21,31,21,35,3,84,19,31,21,0,0,35,3,84,34,31,21
580 DATA143,10,97,8,81,49,31,21,143,12,143,10,81,49
590 REM:BAR17
600 DATA49,28,195,16,48,11,17,33,49,28,195,16,48,11,85,21
610 DATA49,28,195,16,48,11,68,36,49,28,195,16,48,11,17,17,49,28,195,16,48,11
620 DATA85,21,49,28,195,16,48,11,68,32,135,33,96,22
630 DATA24,14,17,49,165,31,96,22,210,15,17,49,49,28,96,22,195,16,17,49
640 REM:BAR19
650 DATA30,25,0,0,48,4,16,33,30,25,239,19,195,16,17,17,30,25,31,21,195,16,17,33
660 DATA49,28,31,21,97,8,16,17,30,25,239,19,195,16,17,33,30,25,31,21,195,16
670 DATA17,17,31,21,31,21,35,3,16,17,31,21,0,0,0,0,16,32,31,21,0,0,35,3,16,19
680 DATA31,21,0,0,48,4,16,19,31,21,0,0,143,10,16,19,31,21,0,0,143,12,16,19
690 DATA31,21,0,0,195,16,16,19,31,21,0,0,31,21,0,19
700 REM:BAR21
710 DATA162,37,0,0,143,12,80,35,162,37,96,22,210,15,85,19,162,37,96,22,143,12,68
720 DATA34,162,37,96,22,143,12,68,19,162,37,96,22,210,15,85,19,162,37,96,22
730 DATA210,15,80,34,193,44,30,25,209,18,85,51,162,37,96,22,210,15,85,51
740 DATA165,31,209,18,143,12,85,51
750 REM:BAR23
760 DATA135,33,0,0,48,4,80,35,135,33,239,19,195,16,85,19,135,33,31,21,195,16,85
770 DATA35,135,33,31,21,97,8,84,19,135,33,239,19,195,16,85,35,135,33,31,21,195
780 DATA16,85,19,62,42,0,0,48,4,80,35,62,42,239,19,195,16,85,19,62,42
790 DATA31,21,195,16,85,35,62,42,31,21,97,8,84,19,62,42,239,19,195,16,85,35
800 DATA62,42,31,21,195,16,85,19,135,33,30,25,31,21,85,51,30,25,31,21,195,16
810 DATA85,51,31,21,195,16,143,12,85,51,30,25,143,12,71,6,85,35,181,23
820 DATA143,12,71,6,85,19,96,22,143,12,71,6,85,35,239,19,143,12,71,6,85,19
830 DATA31,21,143,12,71,6,85,51,195,16,143,12,71,6,84,34,195,16,239,19,195,16
840 DATA85,16,195,16,31,21,195,16,85,35,195,16,31,21,48,4,84,19,195,16,239,19
850 DATA195,16,85,35,195,16,31,21,195,16,85,19,135,33,31,21,97,8,85,51
860 DATA135,33,31,21,97,8,85,51,135,33,31,21,97,8,85,51,135,33,31,21,97,8,85,51
870 DATA135,33,31,21,97,8,68,16,256
880 REM:************************************************************
890 REM:TYPE "RUN1000" TO SEE IF YOU HAVE ENTERED THE NUMBERS CORRECTLY.
900 REM:************************************************************
1000 TTAL=0
1010 READD:IFD>255GOTO1030
1020 TTAL=TTAL+D:GOTO1010
1030 IFTTAL<>63802THENPRINT"CHECKSUM INCORRECT- CHECK ALL DATA LINES":END
1040 PRINT"CHECKSUM CORRECT- NOW TYPE "CHR$(34)"RUN"CHR$(34)" AND"
1050 PRINT"PRESS RETURN":RESTORE:END
```

Golf — for the Commodore 16 and Plus/4

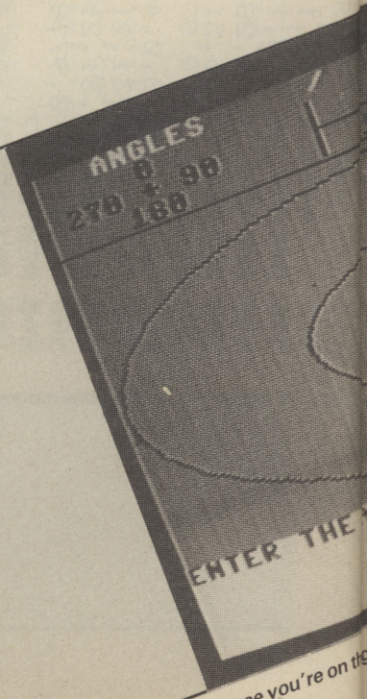
Time to bring out the tartan trousers and 'Slazzy' jumper. From the Australian outback comes Michael Fitzmaurice's challenging Golf game.

No need to bother with woods, putters and five irons, just estimate the angle of shot and the distance. Two screens show you both the whole fairway (complete with bunkers) and a close-up of the green. Not quite the US Masters — but what d'you expect for 16K?

```
1 REM GOLF BY MICHAEL FITZMAURICE FOR CO
MMODORE 16.
2 COLOR0,6,6:GRAPHIC2,1:COLOR1,6,3:COLOR
4,1:VOL8:TRAP67:P=0:U=2:R=0
3 Q=INT(RND(1)*50)+10:W=INT(RND(1)*105)+
50
4 DRAW 1,110,20TO310,20:CHAR1,17,3,"100
M":CHAR1,30,3,"200 M"
5 DRAW1,0,32TO320,32:CIRCLE1,0,W,U:PAINT
1,0,W
6 PAINT1,0,W
7 CHAR1,5,1,"0":CHAR1,1,2,"270"
8 CHAR1,7,2,"90":CHAR1,4,3,"180":CHAR1,5
,2,"+"
9 COLOR1,8,7
10 CHAR,3,0,"ANGLES                DISTANCE
"
11 COLOR1,6,3
12 DRAW 1,110,10TO110,30:DRAW 1,210,10TO
210,30:DRAW1,310,10TO310,30
13 IFP(0)0THEN63
14 S=INT(RND(1)*70)+60
15 CIRCLE1,270,S,4,2
16 COLOR1,6,0
17 CIRCLE1,270,S,50,20
18 CIRCLE1,270,S,25,10
19 DRAW1,270,S-40TO285,S-36:DRAWTO270,S-3
5
20 DRAW,270,S-40TO255,S-35
21 COLOR1,3,3:PAINT1,275,S-35
22 COLOR0,6,6
23 COLOR1,1,1
24 G=180-INT(RND(1)*100)+50
25 F=180-INT(RND(1)*100)+50
26 H=INT(RND(1)*100)+10
27 CIRCLE1,G,F,30,10
28 CIRCLE1,L,H,30,10
29 PAINT1,G,F:PAINT1,L,H
30 COLOR1,6,3
```



Two bunkers mean a tricky shot down the fairway.



Once you're on th

```
31 IFP<>0THENCIRCLE1,160,95,6,3
32 COLOR0,8,7:X=0:Y=0
33 INPUT"ENTER THE ANGLE OF YOUR SHOT";X
34 INPUT"ENTER THE DISTANCE OF YOUR SHOT
";Y
35 COLOR0,6,6:R=R+1
36 SOUND1,0,W
37 DRAW1,Q,W
38 PAINT0,Q,W
39 LOCATEY,X
40 Q=RDOT(0)
41 W=RDOT(1)
42 IFP<>0THENCIRCLE1,Q,W,U
43 IFP<>0THEN50
44 IFQ>G-35ANDQ<G+35THEN46
45 GOTO47
46 IFW>F-25ANDW<F+25THENO=9:GOSUB69:GOTO
2
47 IFQ>L-35ANDQ<L+35THEN49
48 GOTO50
49 IFW>H-25ANDW<H+25THENO=9:GOSUB69:GOTO
2
50 IFQ>315THENQ=5
51 IFQ<5THENQ=5
52 IFW>150THENW=150
53 IFW<40THENW=40
54 IFP<>0THEN56
55 IFQ>230ANDQ<310ANDW>S-10ANDW<S+10THEN
P=-1:GOSUB70
56 CIRCLE1,Q,W,U:PAINT1,Q,W
57 IFP=-1THENU=3
58 IFP=0THEN30
59 IFQ=1590RQ=1600RQ=161THEN60:ELSE61
60 IFW=940RW=950RW=96THENO=9:GOSUB69:GOT
02
61 IFP=-2THEN30
62 P=-2:SCNCLR:GOTO4
63 CIRCLE1,160,95,158,60
64 CIRCLE1,160,95,6,3
65 CIRCLE1,160,95,80,30
66 GOTO30
67 GRAPHIC0,1:END
68 CHAR,13,17,"YOU HAVE DONE IT.":CHAR,1
6,18,"NEXT HOLE":J=J+1:GOSUB71:GOTO76
69 CHAR1,2,6,"IN SAND":CHAR,3,8,"TRAP":C
HAR,2,12,"START":CHAR,2,14,"AGAIN":GOTO7
1
70 COLOR1,1:CHAR,1,10,"YOU'RE ON":CHAR,3
,12,"THE":CHAR,2,14,"GREEN"
71 COLOR1,6,3
72 FORD=1TO7
73 SOUND1,230,10:SOUND1,500,10
74 NEXTD
75 RETURN
76 GRAPHIC0,1:PRINT"■■■■■■■NUMBER OF SHO
TS":R:PRINT"■■■■■■■■■■■■■■■■SCORE■"
77 PRINT"□□□□□□□□■■■■■■■■■■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■
```

The Handic SUPERMARKET

YOU can now buy the complete range of "off the shelf" Handic products by post, if you're not near a Handic dealer. All you have to do is make your selection, tick the boxes and send in the coupon with your remittance. We will pay the postage and packing and offer a full 14 day money back guarantee. Handic produce many software and hardware accessories for IBM and compatibles, the Commodore 3000, 4000, 8000 & 700, and of course the Commodore 64.

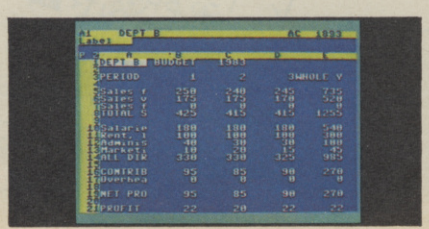
HANDIC DATABASE

Database, for example, is a brand new, cartridge and disc based software package. Especially designed for both, first time and experienced data base users.

For those of you who need to collate and store information for easy recall, data base can make life easier. The basic package includes a mailing list and 4 different print programs.

CALC RESULT

Calc Result, the financial spreadsheet for the 64, that's ideal for all those domestic headaches, such as loans, mortgages, home budgeting, stock portfolios, tax planning – let alone all those bills! In the office too Calc Result will make calculating, budgeting, simulation, construction so much easier for the business – large or small. This easy to learn package comes in two versions – Calc Result easy (cartridge based) and Advanced (disc and catridge based with pedagogical manual).



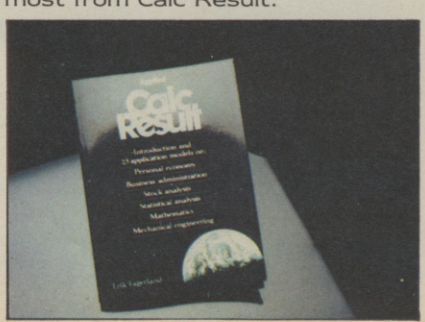
TECHNICAL DATA

- **Spread sheet size** 64 X 254 X 32 pages
- **Consolidation:** Easy with the 32 pages available in Calc Result Advanced
- **Printing:** Flexible printing formats out to most popular printers
- **Graph:** Histogram with scroll through feature rows and columns for printing
- **Colour:** Supports full colour down to individual cell level
- **Help:** Easy help screens available, at all levels
- Calc Result is also available in eight European languages

Applied Calc Result describes a larger number of applications in the area of:–

PERSONAL AND BUSINESS FINANCE · STOCKS AND SHARES · STATISTICS · MATHEMATICS ·

The user of Calc Result will find among the applications given many useful examples of how to get the most from Calc Result.



THE Handic supermarket basket is full of 'goodies' for your Commodore 64. Here is a brief description of what they all are! Don't forget – if you need any more information, either clip the coupon (and tick column 'A') or give us a ring.

1 Mon 64
An outstanding Machine Code Monitor (cartridge based)

2 Teledata
Communication cartridge for use with the CBM 64, link up with Data-bases like the bank or supermarket, over the telephone lines.

3 Superbox 64
An expansion unit for the Commodore, which features three independant cartridge slots; IEEE interface that is totally transparent; has multi-user capabilities with IEEE; and a re-set switch which activates a cold start on the computer. This unit will connect up to 3 cartridges at the same time, which makes frequent altering between programs simple and reduces wear on the cartridge slot.

4 Vic Rel
Vic Rel (Rel 64) is a relay cartridge for the CBM 64 and Vic 20 which has almost limitless applications, such as control of burglar alarms, garage doors, door locks, electric radiators, lamps , transmitters, model railways, etc.etc.

5 Disc-based games
Handic have a set of disc based games for the Commodore 64, all are great fun and superb colour graphics. At around 9.95 each. Why not treat yourself to a few?
Quantity discounts are available on request – dealer enquiries are also welcome.

6 Diary 64
An ideal program for keeping track of telphone numbers, addresses, appointments, schedules, in fact the ideal time manager for all you sieve-heads.

7 Stat 64
The statistical CBM cartridge which ads 19 new commands to your Basic language. An excellent programming aid for all you statisticians.

8 Graf 64
A CBM cartridge that turns solutions of equations into graphical analysis, what you might call a plotter-jotter.

9 Handic Auto Modem
This modem is the expanded version of the Videotex modem (see illustration). When used together with the Handic Teledata Base 64 this unit enables you to set up your own data base with information.

Videotex Split-Speed Modem
This Split-Speed modem is especially designed to connect with computers over the telephone lines, its facilities include auto-dialling, line control, etc. (BT approval applied for).

10 RS232
A standard V.24 (RS232) interface for connecting the CBM 64 to printers and other peripherals.

11 Bridge 64
A cartridge bridge game for the intelligentsia.

12 Forth 64
A Forth generation programming language for people who know what they are talking about, and want to know even more.

Checklist

COMMODORE 64–SOFTWARE		A	B
CALC RESULT ADVANCED	99.00	☐	☐
CALC RESULT EASY	49.95	☐	☐
DIARY 64	19.95	☐	☐
BRIDGE 64	19.95	☐	☐
STAT 64	29.95	☐	☐
REL 64	34.95	☐	☐
MON 64	39.95	☐	☐
GRAF 64	29.95	☐	☐
FORTH 64	34.95	☐	☐
SSP (DISK BASED DIARY)	12.95	☐	☐
DISK BASED GAMES			
SPACE ACTION	9.95	☐	☐
SPACE TRAP	9.95	☐	☐
OISAC	9.95	☐	☐
Q-HOP	9.95	☐	☐
THE SHIP	9.95	☐	☐
MUTANT SPIDERS	9.95	☐	☐
FOURTH SARCOPHAGUS	9.95	☐	☐
STELLAR CONFLICT	12.95	☐	☐
IMAGINATION	12.95	☐	☐
REAL ESTATE	12.95	☐	☐
COMMODORE 64–HARDWARE			
VIC SWITCH	97.75	☐	☐
3M CABLE	4.95	☐	☐
6M CABLE	7.94	☐	☐
12M CABLE	9.89	☐	☐
SUPER BOX	67.87	☐	☐
RS232 INTERFACE	39.42	☐	☐
RESET SWITCH	5.98	☐	☐
APPLIED CALC RESULT	14.95	☐	☐
NEW HANDIC DATA BASE	**62.00**	☐	☐
IBM & COMPATIBLES			
CALC RESULT	316.25	☐	☐
WORD RESULT	316.25	☐	☐
CALC & WORD RESULT	534.75	☐	☐

A 5% DISCOUNT MAY BE MADE ON ORDERS OVER £99.00
POSTAGE AND PACKING F.O.C.

SOFTWARE & HARDWARE FOR THE COMMODORE 8000/700		A	B
CALC RESULT 8000	228.85	☐	☐
CALC RESULT 700 SERIES	258.75	☐	☐
WORD RESULT 700 SERIES	258.75	☐	☐
HARDWARE			
PET SWTICH MOTHER UNIT	172.50	☐	☐
DAUGHTER UNITS			
–SK/05/8295 1.5 mtr	112.70	☐	☐
–SK/05/8296 3.0 mtr	112.70	☐	☐
–SK/05/8296 7.5 mtr	112.70	☐	☐
–700 SERIES incl. ADAPTOR	126.74	☐	☐

I enclose cheque/Postal Order for £ _____

Charge my ☐ Access ☐ Visa ☐ American Express

Card No. _____

Signature _____

Date _____

NAME _____

ADDRESS _____

_____

_____

ALL PRICES INCLUDE VAT

CALL US ON 0344 778800
TO PLACE YOUR ORDER TODAY
HANDIC SOFTWARE LIMITED
5, Albert Road, Crowthorne,
Berks. RG11 7LT.

Tick column A for more information and column B for order.

handic software ltd.

OR... MADE BY ALIEN

THE FINAL CARTRIDGE®

THE FIRST OUTSIDE OPERATING SYSTEM FOR THE CBM 64

This new operating system built in a cartridge does not use any memory and is always there. Compatible with 98% of all programs.

Features:

- **DISK TURBO** - 6 times faster disk access - loading and saving.
- **TAPE TURBO** - 10 times faster, even with files - normal Commodore commands - compatible with standard turbo's.
- **ADVANCED CENTRONICS INTERFACE** - compatible with all the well-known centronics printers and Commodore printer programs. Prints all the Commodore graphics and control codes (important for listings).

  Advanced screen-dump facilities. Prints Low-Res, Hi-res and Multicolour. Full page!!! Even from games and paint-programs, like Doodle, Koala Pad etc. Searches automatically for the memory-address of the picture.
- **24K EXTRA RAM FOR BASIC-PROGRAMS AVAILABLE:** Two new commands ,,Memory read'', ,,Memory write''. They move 192 bytes with machinelanguage-speed anywhere in the 64K Ram of the CBM 64. Can be used with strings and variables.
- **BASIC 4.0 COMMANDS** - like Dload, Dsave, Dappend, Catalog, etc.
- **BASIC TOOLKIT** - with Auto, Renum (incl. Goto and Gosub), Find, Help, Old, etc.
- **PREPROGRAMMED FUNCTION KEYS:** - Run, Load, Save, Catalog, Disk commands, List (removes all list-protections).
- **KEYBORD EXTRA'S** - Allows you to delete part of a line; stop and continues listings; move cursor to lower-lefthand corner. Pokes and Syscalls in Hex. Typ-command operates your printer as a typewriter.
- **COMFORTABLE EXTENDED ML. MONITOR:** - with relocated load scrolling up and down. Bankswitching, etc.
- **RESET SWITCH:** - resets to monitor; resets with old, resets to Hi-Res printing; resets every protected program.

ON/OFF SWITCH - we hope you never need that one.

12 Months replacement guarantee.

14 Days money back guarantee if you are dissatisfied.

SPECIAL INTRODUCTORY PRICE

FOR ONE **£ 50,-**

FOR TWO **£ 37,-** each

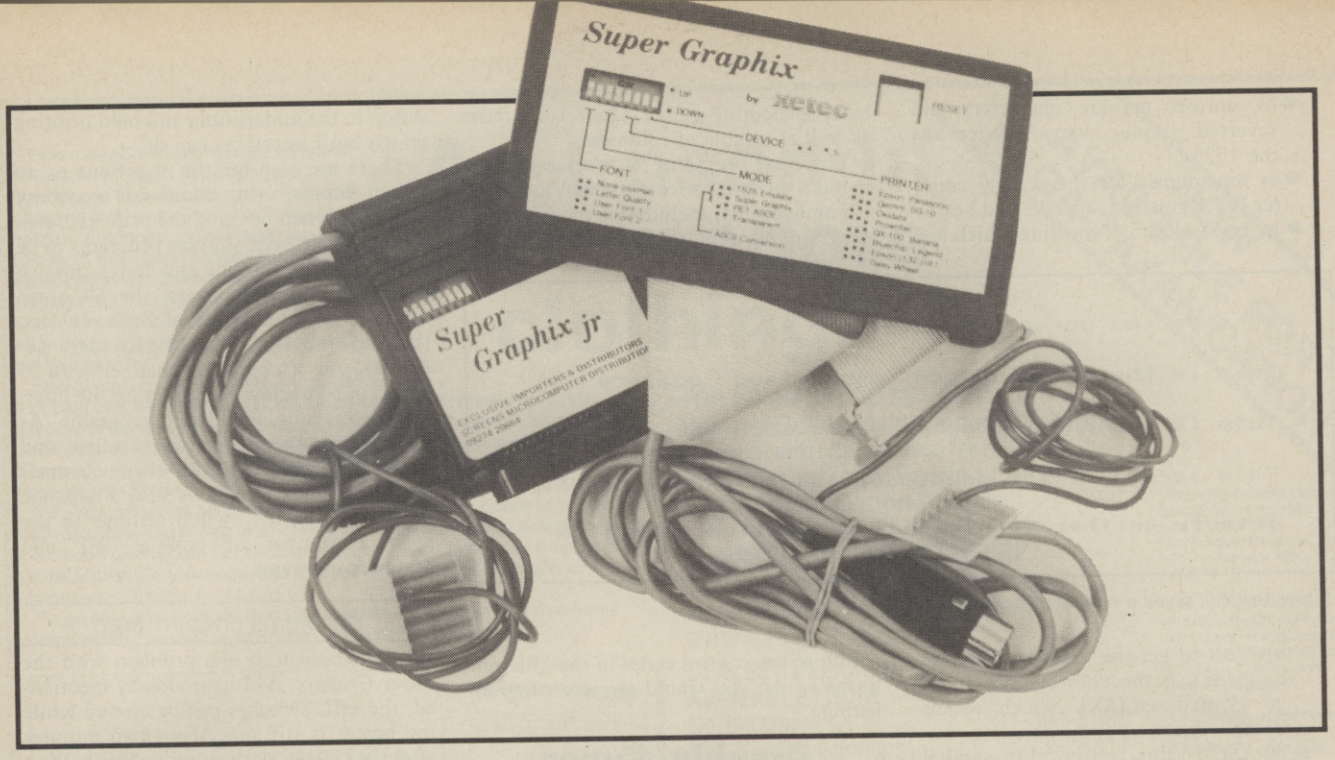
FOR THREE OR MORE **£30,-** each

Don't wait for your friends ORDER ONE NOW!!! Just pay the difference if you reorder within a month.

H&P COMPUTERS

U.K. ORDERS Barclays and Accescards or Cheques should be made out to:
H & P Computers, 9 Hornbeamwalk Witham Essex CM8 2 SZ England.
Telephone: 0376 - 511471.

copyright and registered trademark H&P computers Wolphaertsbocht 236 3083 MV Rotterdam Netherlands Tel.: 01031 - 10231982 Telex 26401 a intx nl



Interface with pace

Xetec Super Graphix interfaces reviewed

by Chris Durham

At last, a series of two Centronics interface adaptors that provide really top-class facilities at a price you can afford. That's the claim from Xetec for its Super Graphix and Super Graphix Jr devices. At £49.95 and £69.95, they deserve a long hard look.

Ever since the humble Vic-20 first appeared, users have wanted to plug in better printers than offered by Commodore at the home end of the market. Commodore messed things up by fitting only a serial IEEE port, thus ensuring you couldn't fit a Centronics printer without a struggle. Even the User Port was not ideal since it needed software to drive a printer from this port and this often clashed with program software.

Fortunately, a number of companies saw the potential and produced interfaces to convert the serial IEEE output into a Centronics compatible form. Even this wasn't the end of the story however, since Commodore printers can produce the famous Commodore graphics characters; not so a Centronics printer. At least, that was the case before the current trend towards intelligent interfaces that can make a Centronics printer react to the same commands as the Commodore versions, including printing all the graphics characters.

Up to now though, no single interface seemed to do everything; graphics, listings, WP text, hi-res screen dumps, extra character fonts and finally, near letter quality (NLQ) printing. That could be set to change however, with the introduction of the new **Super Graphix** and **Super Graphix jr** interfaces by the American *Xetec* company. They're distributed in this country by *Screens Microcomputer Distribution* in Middlesex. Let's start with Little Brother.

Super Graphix jr.

The two interfaces are very similar in that the jr. model is a slightly cheaper (£49.95), and hence slightly less sophisticated version of the Super Graphix. Since this is the case, all features and comments made about this interface apply equally to both, unless otherwise stated.

Using the jr.

Even though this is the smaller of the two models, it has features which other interfaces fail to provide at nearly twice the price. The most obvious 'extra' is the ability to give most Centronics dot-matrix printers an NLQ (near letter quality) option. I have always thought that the Epson series of printers produced perfectly acceptable text for word processing applications, but a glance at the normal mode compared to the NLQ mode will show just what a difference it makes.

This option is selected by one of the switches on the DIL switch bank on the body of the interface; unlike many such switches however, these can all be altered while the interface is powered up and the changes are immediately implemented. There are eight switches in all, controlling such things as the printer selection, auto line feed, device number and code. The last of these determines how the interface reacts to the commands sent.

Modes of Operation

The jr has four modes of operation: 1525 Emulation, Super Graphix jr, ASCII conversion and Transparent. The last of these merely passes all characters and commands straight through to the printer. The ASCII conversion changes the Commodore character codes to the standard ASCII codes; these two modes being all that some interfaces provide.

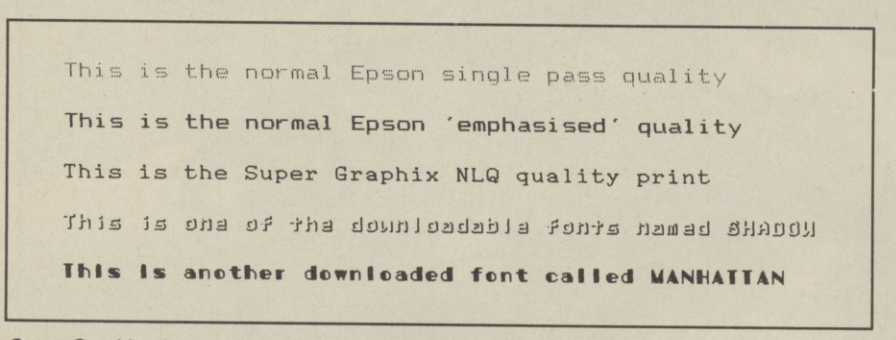
It is the other two modes that really make the jr good value. The 1525 Emulation is really one of the best I have come across. I have used it on graphics programs that can only print on a Commodore printer, with perfect results; better than any other interfaces I have tested.

The Super Graphix jr mode is very similar to the 1525 Emulation mode, but allows extra facilities.

A number of interfaces I have tested will print out the control codes as readable strings instead of the reversed graphics characters. The jr gives not less than two different ways of printing control codes and four different ways of printing graphics:

- as normal graphic characters and reversed graphic control codes like the 1525.
- as mnemonics for the control codes (eg [CLR] instead of a reversed heart).
- by keystrokes, i.e. showing which key to press to get the graphic character required (e.g. the 'club' symbol would be printed as [SX], which means SHIFT X).
- by ASCII value, (eg the 'club' symbol would be shown as [120]).

The results are extremely easy to read once you have decided which method suits you best. The 'Super' mode also passes any non-1525 codes direct to the printer, enabling you to use functions which are not otherwise available on the 1525.



Super Graphix gives a choice of no less than twenty font styles.

Minor criticisms

The jr is mounted inside a 64 cartridge case, with a Centronics plug soldered directly to the PCB. This means that the whole unit hangs on the Centronics connector on the printer; something I was not very happy about, since the cartridge case prevented the locking clips from seating correctly. Also, the cable comes out of the cartridge on the side nearest the paper, although this only caused problems when using roll paper. I understand from the suppliers however, that the casing has now been modified to permit the locking clips to engage properly.

My second criticism concerns the method of connecting the power supply (this applies to both models). The main cable terminates in a DIN plug which connects to the serial port on the computer or disk drive and is quite long enough. However, there is a single red cable which connects inside the serial plug and terminates in a cassette port connector and a small piece of PCB. The PCB is merely to allow the cassette plug to piggy back onto the connector since the latter is now occupying the cassette port. Unfortunately the cassette plug does not seat properly and the whole thing seemed less than robust; it didn't actually cause me any problems, but then I don't use the cassette very much anyway. Again, the suppliers have indicated that the connector will be made more secure in future versions.

The manual

This is a 28 page booklet which contains everything you might need to know about using the interface. It has a number of summaries, enabling quick checks on the facilities and how to get them, plus a trouble-shooting guide. There is an index as well as a table of contents.

There are programs to do screen dumps in both hi and lo-res for the Vic-20 and Commodore 64, including a machine-code program for the latter. There is even a listing of the control codes in the different forms which you would see in a program listing.

Graphix Super

This is the top range interface, containing its own microprocessor and 8K memory. In spite of this, the price is a comparatively modest £69.95. The main physical differences between this and the jr is that it's housed in a Vic-type cartridge with a short ribbon cable connection to the printer; much superior to the jr. It does however, still suffer from the same problem as regards the power supply.

This unit has the same DIL switch bank of eight switches, with almost the same functions. The main difference is that instead of an auto line feed switch, you can select one of two stored character fonts (in addition to the NLQ option). The 8K RAM can be used as a printer buffer when no fonts are in use (or only one font).

Extra functions

The top model has all the functions of the jr plus a number of even more interesting features. There is a disk included with this model, which in addition to demo programs etc, includes no less than twenty different character fonts of which any two can be stored in the interface at any one time.

An excellent feature of this font storage is that the fonts ae retained even when the power is turned off for a short period (up to fifteen minutes). This means that even if you are using a cartridge based WP, you can download the character fonts into the interface, turn off the computer, insert the WP cartridge and then power up again and use the stored fonts to print your letters.

In addition to using the switches to alter the settings, most of the options can be set using ESC codes. This means that you can alter the fonts or select NLQ etc from within your WP program, providing it can embed ASCII codes in the text. If you wish to restore the interface to its power-up conditions there is a reset button which does just that; without destroying the fonts in memory.

Unlike the jr. this model will also support superscripts, subscripts and different print pitches when in NLQ modes, in addition to the underlining and bold printing which both interfaces can do.

There are also built-in functions to do screen dumps, using additional secondary addresses when opening the print channel. These enable even simpler programs to be written to do both hi and lo-res dumps, again on both computers; the 64 hi-res dump is only four lines of Basic. In fact, there are no less than 16 secondary addresses, plus a 'command channel' with 23 commands to allow you to set up the interface from your own Basic programs. As with the jr, the manual is excellent and shows the function of all these channels and commands. There is also a separate sheet showing the switch settings to use with a number of popular WP and graphics programs.

Problems encountered

I only experienced one problem with the *Super Graphix*. As I have already mentioned, the DIL switches can be altered while the power is still on. About two minutes after the change, the printer suddenly stopped. The 'READY' light was out and turning the printer off, then on, failed to clear the condition. When I touched the interface, to see if that was still connected correctly, it was extremely hot; almost too hot to touch, yet two minutes earlier it had been quite cool.

After speaking to the suppliers, it seems possible that the switch had not gone right over and was therefore making a faulty connection. Certainly the unit still functions correctly and the problem has not arisen again, despite leaving it powered-up for several hours at a time. The moral must be therefore, that if you make any changes, you must ensure the switches are pushed across to the limit of their travel.

Conclusions

At £50 and £70 neither of these interfaces is exactly cheap, yet compared to the other interfaces I have tested they represent excellent value for money. They both have a range of facilities which enables you to use your Centronics printer to the full, with the *Super Graphix* providing facilities I have not seen on any other interface.

The minor criticisms regarding the connection of the jr and the power supply connector on the cassette port are being looked at by the manufacturer, but these cannot detract from the fact that both of these units are worth a second look if you are in the market for a Centronics interface. □

- Super Graphix jr
- Super Graphix
- Screens Microcomputer Distribution
  6 Main Avenue
  Moor Park
  Northwood, Middx.
  Tel: 09274 20664
- Prices: £49.95 (SG jr)
  £69.95 (SG)

An Epson in Commodore clothing!

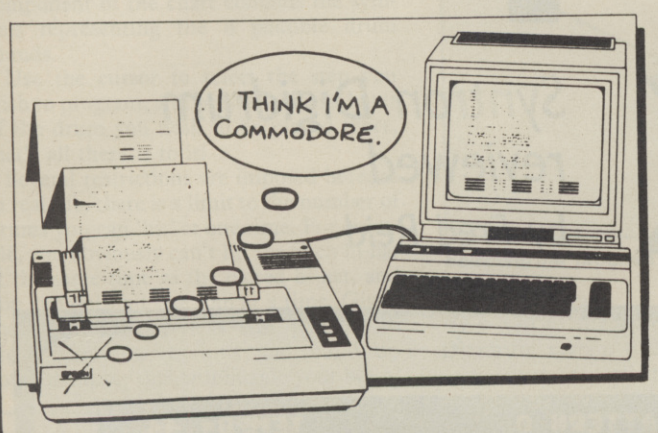
NOW AVAILABLE FOR KAGA-TAXAN/CANON

How many Commodore home computer owners, when faced with buying a printer, have longed to own an Epson but been put off by the problems involved? Firstly, it's not easy to connect the two together. Secondly, even when connected, it may be necessary to load driver software or the cartridge slot may be unusable. Finally Commodore-specific characteristics such as graphics and formatting commands will not be available.

Now Micro Control Systems have the solution. Just plug the Comprint circuit board inside the Epson, connect the cable supplied to the Serial I/O port on the Commodore computer and Hey Presto! The Comprint fools the Commodore into thinking it is working with a Commodore printer. All the features are there – total emulation. And it even provides a 2K buffer as well.

What's more all the additional features that have made Epson so successful, such as condenced print and other type styles, are accessible directly by the Commodore computer. For the business user the ability to use 15 inch paper (in the MX/RX/Fx-100 range) and print a £ sign (or other Epson special characters) will prove invaluable.

So go on – spoil yourself. If you are the owner of a Commodore personal computer treat yourself to an Epson – and a Comprint of course!



FOR COMMODORE PC USERS
Internal Buffered Interfaces Serial and Parallel with capacities from 2K to 128K available for Epson and Kaga-Taxan/Canon Printers.

COMMODORE 8000, PET USERS
Buffered IEEE 488 Internal Interfaces with capacity up to 64K available for Epson.

DEALERS PLEASE NOTE
AVAILABLE FROM

Northamber	01-391-2066
STC Electric Services	0279-26811
Westwood Distribution	021-643-8680
Data Distributors (Taxan)	0442-60155
Micro Peripherals (Canon)	0256–473232
A-Line Ltd	0533-778724

"Presents excellent value for money... a worthy purchase for any Commodore 64 or VIC 20" – *PCN, January 12th, 1985.*

"This is one of the most versatile interfaces I have used... a combination that will do almost anything you ask of it" – *Commodore User, January 1985.*

"Undeniably an interface to look at" – *Commodore Computing Int., May 1985*

micro control systems

Available from:– **Prices £61.99 inc VAT** Please add £1 P&P

CHROMASONIC
48 JUNCTION ROAD
ARCHWAY
LONDON N19 5RD
TEL 01-263 9493

OR

A-LINE DATASPEED DEVICES LTD
3 AUBURN ROAD
BLABY, LEICESTER LE8 3DR
TEL (053758) 486

DISTRIBUTOR ENQUIRIES TO:–
MICRO CONTROL SYSTEMS LTD
TEL (0773) 769011

TASWORD 64 the word processor 80 characters per line on the screen!

TASWORD 64 is a new member of the highly acclaimed TASWORD family of word processing programs. Eighty characters per line on the screen is just one of the features of this versatile program. TASWORD uses its own internal character set in which each character is half the width of the normal character size. (Perfectly readable on a monitor – on a colour T.V. the best results are obtained by tuning an unused channel to black and white). With an eighty character display you know that what you see is what you are going to get when you print your text.

No text reformatting before printing and no need for horizontal scrolling. Your text is printed just as it looked on the screen. TASWORD 64 comes complete with a quality manual and TASWORD 64 TUTOR. This teaches you word processing using TASWORD 64. Whether you have serious applications or simply want to learn about word processing, TASWORD 64 and TASWORD 64 TUTOR make it easy and enjoyable.

Another remarkable feature of TASWORD 64 is the price!
cassette **£17·95** disc **£19·95**

One of a famous family:
TASWORD TWO (ZX Spectrum)
TASWORD MSX (MSX Computers)
TASWORD 464 (Amstrad)
TASWORD 464-D (Amstrad)
TASWORD EINSTEIN (Tatung Einstein)

Tasman SOFTWARE
Springfield House, Hyde Terrace, Leeds LS2 9LN
Telephone: (0532) 438301

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number:

NAME_____

ADDRESS_____

If you do not want to cut this magazine just write your order and post to: TASMAN Software, Dept. CU, Springfield House, Hyde Terrace, Leeds LS2 9LN

ITEM	PRICE
	£
	£
Outside Europe add £1.50 per item for airmail	£
TOTAL	£

Please send me your FREE brochure describing TASWORD 64 ☐ Tick here

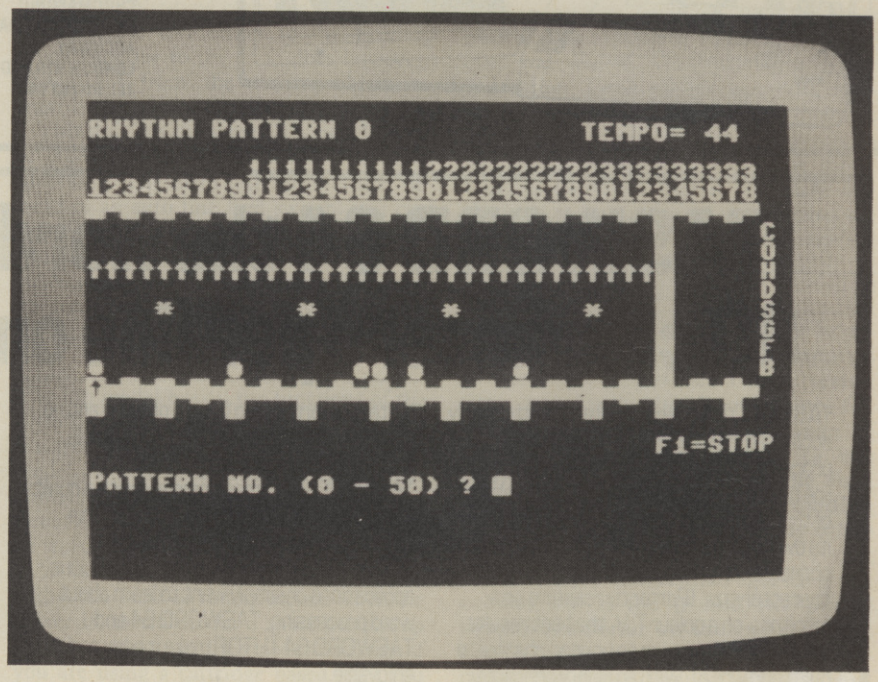
All prices include VAT and post and packaging. Telephone ACCESS/VISA orders: Leeds (0532) 438301

BEAT! BOX

Syntron Digidrum reviewed

by Fred Reid

When the likes of Phil Collins start using a drum machine, you know they're here to stay. But you can get into the act too, with the Digidrum package, that turns your Commodore 64 into a really sophisticated drum machine, and all for £65. We brought the house down testing it out.



Drum machines really came into their own with the advent of digitally sampled sound. You 'record' a real drum sound and store it in the machine's digital memory so that it can be reproduced and modified at will.

Since even a short sound needs a huge amount of data which must be accessed quickly, a computer is ideal for the job. In fact, the top of the range drum machines are little more than dedicated computers.

It's taken a surprisingly long time for these principles to be applied to the humble 64, but at last *Syntron*, a Dutch manufacturer, has produced the **Digidrum** package. Digidrum utilises the memory and processing power of your 64 to create not only real drum sounds, but also sequences and compositions.

The drum kit

The Digidrum package costs £65 and contains everything you need to turn your 64 into a studio quality drum synthesizer. The hardware consists of a cartridge that fits on the user-port, and the software comes on a disk (a cassette version is on the way). The cartridge is the usual sized black box, with a jack socket on the rear for connection to your stereo amplifier or tape recorder. You will need this socket, as you don't get any sound from your TV. But you can connect direct to the sound input of a video monitor if you have one.

Also on the rear is a phono socket that produces a synchronisation pulse. When this signal is connected to the 'clock in' socket of another drum machine, or a synthesizer, complex musical compositions can be created and performed in perfect time.

Loading the beat

The software consists of the main driver program, a quick loader, and a couple of sound and rhythm files. The software is totally devoid of such luxuries as hi-res graphics, DOS commands and the like, and there is a very good reason for this, to reserve the maximum amount of memory for sound storage. The Digidrum software does indeed use just about every scrap of the 64's available RAM!

After loading (about 90 seconds on disk), you get a menu with the options for programming patterns, composing songs (these are just lists of patterns to be se-

quenced together), options for loading and saving patterns and songs to and from disk, options for loading and saving sound files, as well as a disk directory function, an option for erasing all patterns and songs, and an option to adjust the tempo.

The software automatically loads in its standard sound set and a demo rhythm, so if you are plugged in to an amplifier, you are all ready to go.

Digidrum provides for eight sounds to be present in the machine at any time. The standard set of sounds contains a cymbal, open and closed hi-hat sounds, 3 tom-toms, snare and bass drum. Pretty comprehensive, I think.

Selecting the 'program rhythm patterns' option allows you to view any of the 51 possible pattern charts. The pattern is visibly displayed as a horizontal bar-chart, its 38 columns representing the 38 steps available in each pattern. The vertical component of the chart contains the symbols representing the 8 possible drum sounds.

Use the cursor to select the step you wish to program, and press the initial letter of the drum you wish to be played there, that's all there is to it!

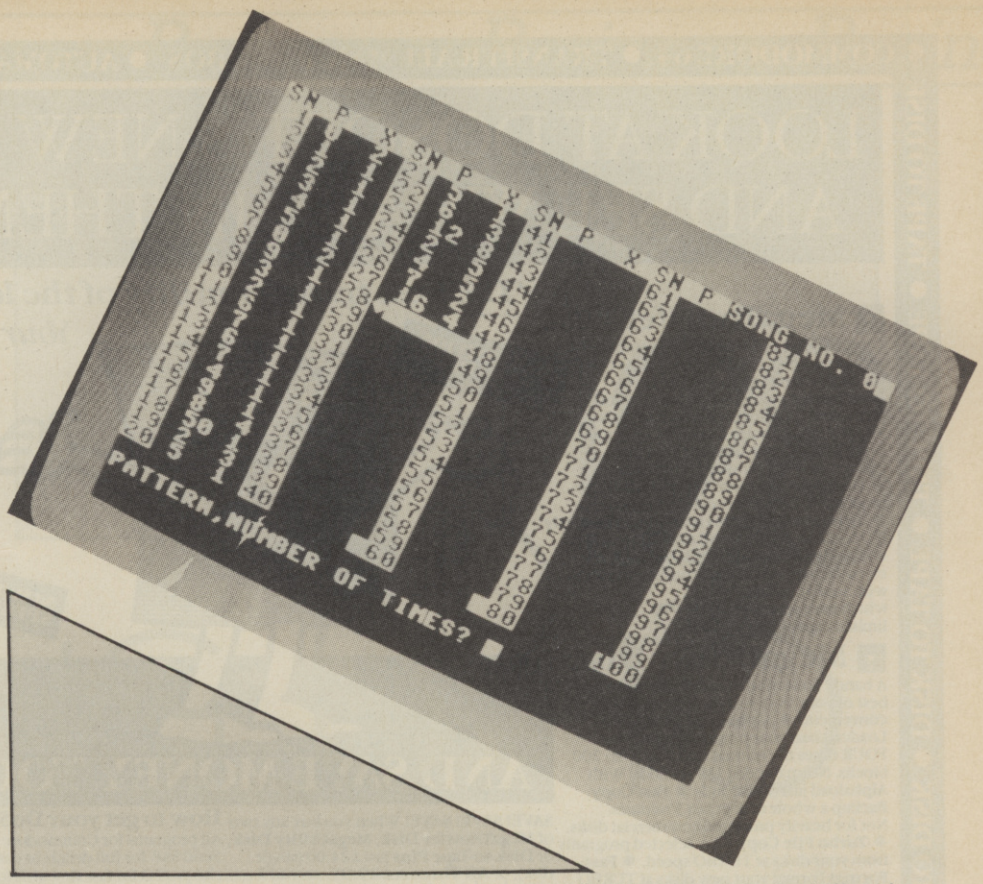
Several restrictions are imposed here; as in real life, there is a limit to the number of drums you can 'hit' at one time. For example, you obviously can't hit the open hi-hat at the same time as the closed hi-hat, and you can only hit one tom at a time. Given these restrictions, it is still possible to create complex rhythms and build up sound textures that will boggle your brain!

Store your drums

Digidrum's file handler automatically labels files on disk according to their nature. All sound files are prefixed with the initial letter of the sound slot they are intended to fill.

For example, a file prefixed as 'B/filename' would be loaded as a sound file into the bass drum slot. This doesn't mean that the sound you load in is a bass drum sound, only that the sound will occupy the same memory space as the bass drum from the standard sound set, and the rhythm patterns will play that sound as if it was a bass drum.

Similarly, any or all the sounds currently in memory can be saved to disk and rhythm patterns and songs are dealt with in the same way.



Selecting the 'program rhythm patterns' . . . The pattern is visibly displayed as a horizontal bar-chart.

As well as the standard sound set, the Digidrum system disk contains an alternative sound set called *Glass Fantasy*. This sound set appears to have been created by sampling the sounds made by hitting various bits of glass kitchenware, and the end result is quite spectacular and an excellent demonstration of Digidrum's capabilities!

Drums on disk

To complement the original Digidrum package, Syntron have produced a double sided disk, literally crammed with alternative sounds ranging from the obscure to the ridiculous. Everything from cymbals to cow bells, rimshots to rattlesnakes, as well as a very nice assortment of latin percussion sounds, and variations on the standard set. Also included, ironically enough, are some true electronic drum sounds!

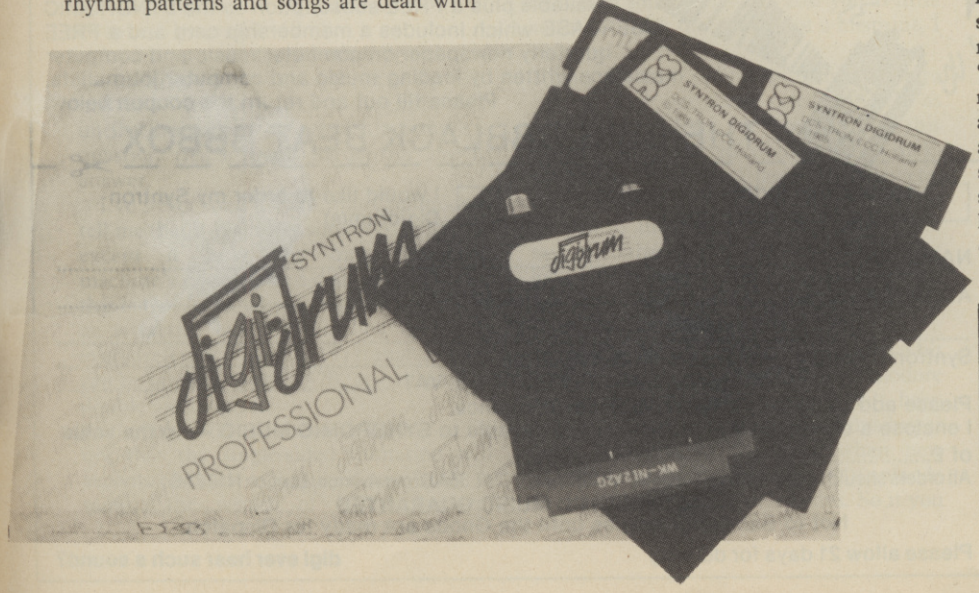
The Digidrum system won't stop there either! Vince Hill Associates, the UK distributors, assured me that a whole range of extra sound disks will shortly be available, as well as a facility to sample your own sounds.

For those of you who are adventurous, I discovered that the sound files contain pure sound data, and it is possible to load a sound data block into memory and turn it back to front! When the Digidrum software is re-loaded, the reversed sounds take on a whole new dimension.

The manual I received was a preliminary photocopy, sometimes a little too literal in its translation from the original Dutch version, but it more than adequately covered all aspects of Digidrum.

Conclusions

To sum up, the Syntron Digidrum system represents outstanding value for money when compared with similarly priced self-contained drum machines, and scores again with its 'real' sounds, and on-screen programming. The software is very easy to use although rather brief, and does just about everything it should, although some file handling commands for scratching and re-naming files would have been nice. Still, you can't have everything. □



- Syntron Digidrum
- Vince Hill Associates
  35A Grove Avenue
  London N10 1335
  01-883 1335
- Price: £65
  £16.50 (soundset disk)

• COMMODORE 64 • TRANSFER ALL MAJOR TURBOS • AUTOMATIC • NO USER KNOWLEDGE •

• DISK TO DISK • DISK TO TAPE • TAPE TO TAPE • TAPE TO DISK •

• NO HARDWARE • TURBO IDENTIFIER • AUTO LOAD OPTIONS •

LOOK AT DOSOFT'S NEW OFFERINGS AND SEE WHAT'S IN THEM FOR YOU

'The best transfer utility of the lot'
Your 64

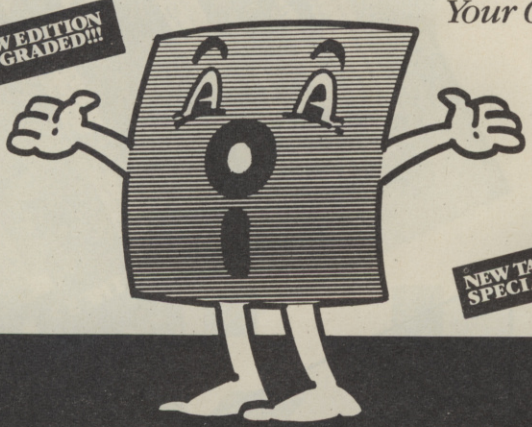
MegaTransfer Disk

NEW EDITION UPGRADED!!!

Our complete collection of tape to disk transfer utilities covers *all* the major turbo loading systems, including the latest combination picture/stripe loaders, and individual routines for unusual loaders. ● Now incorporates DISKUS 1 (previous price £11) for your standard load tape collection ● All transfer is automatic ● No special hardware or user knowledge required ● Efficient use of disk space ● Transferred programs reload independently ● MegaTransfer Disk will transfer programs which NO other utility will handle ● An essential purchase. Don't confuse MegaTransfer with similar utilities which have severely limited capabilities. **£17**

MegaUtility Disk

A handy collection of utilities to make the best of your 1541 and 64. Very fast. Very convenient. ● **AlphaLoad** Disk Turbo Loader. Load your programmes at over FOUR times the normal rate. Example: 200 blocks. Normal speed 130 seconds. With Alphaload just 30 seconds. ● **Fast Copy** Backup a whole disk in just 3 minutes. Not for heavily protected commercial disks. ● **Turbo File Copy** copy selected programs from your disks at TURBO speed. ● **Fast Format** Format your new disks at TURBO speed. ● **Pro Sprite** A high class sprite library/editor. 100% machine code. Joystick control. **£12.50**



NEW TAPE SPECIAL!!

AND SAVE MONEY TOO!

SAVE! SAVE! SAVE! When you buy any two of **MegaTransfer Disk, MegaUtility Disk,** or **Disk-to-Tape *Plus*** just £24.00 (single disk), or **All Three** at **£29.99** save **£12**

Or save **£33** on our **Complete Collection** (every program in this Ad, including **Professional Disk-to-Tape** and **MegaTape** at only **£39.99** (single disk).

Disk to Tape *Plus*

A versatile collection of Disk-to-Tape routines for single and multipart programs. Featuring our new tape turbo loader with **Visible Screen** and stripey border ● **Automatic** disk to tape ● Outputs program sections to tape as they load from disk ● Selective disk to tape transfer with or without bootloader ● Maximum file length 207 blocks ● Not for protected commercial disks. ● **Professional** version available—includes mastering scheduler and duplication rights—£25.00 **£12.50**

MegaTape

An outstanding new Tape-to-Tape utility for fast loading programs. ● Covers *all* the major loading systems ● No extra hardware required ● All you need is a Commodore 64 and one tape deck ● No user knowledge required ● Transferred programs load independently at *Turbo* speed with **Visible Screen** and stripey border ● **Double Value**—incorporates RBS Plus to convert your slow load programs to turbo load ● Also handles RBS and Fastback programs. **£9.50**

How to get your DoSoftware

All programs for Commodore 64. Send SAE for full details or cash/cheque/PO for fast despatch to:

DoSoft (Dept U), 2 Oakmoor Ave, Blackpool FY2 0EE

UK postage included. Europe add 75p. Overseas add £1.50 for airmail.

DoSoft

You'll Do it Better with DoSoft

• FAST DISK UTILITIES • LOADERS • 3-MIN DISK COPY • FAST DISK FILE COPY • FAST FORMAT •

IT MAKES DRUMMING SOUND LIKE HARD WORK

Whether you want to play along to it, do demo's and record with it, sing along and dance to it or just enjoy programming it — The Syntron Digidrum — Get It!

The Syntron Digidrum comes complete with a hardware user port connector, audio out, trigger out, easy to follow user's guide, software with the first eight digital samples including Crash Cymbal, Snare Drum, Bass Drum, Floor Tom, Hi Tom, Med Tom, Open Hi Hat, Closed Hi Hat and programming functions. The software contains a complete set of demonstration patterns and songs — All this for just **£65.00** Inc VAT.

SYNDROMIC MUSIC

SMALL COMPACT, QUALITY, BOOM, CRASH

There is already a new sound sample set in preparation which will contain over 40 new samples including Syn Drums, Latin percussion, Hand Claps and many more for only £16.50! All purchasers of the Syntron Digidrum will receive details of the new sound samples as they become available plus a FREE subscription to the SYNDROMIC USERBASE which includes a membership card and a FREE quarterly newspaper on computer music and computer musicians written by leading music and computer journalists. Please fill out and return the coupon below.

SYNTRON DIGIDRUM

The Syntron Digidrum is an exciting professional digital drumcomputer designed to operate with the Commodore 64.

Using 'live' digital sound samples which are encoded onto software the user has a programmable drum machine with a sound quality many times the price.

Easy visual grid programming, hear the sounds you enter, 51 patterns available in memory plus 10 songs linking 100 patterns together are possible with full copy, insert and delete functions.

THE BBIG BBBLACK BEAT BBBOX

☐ I would like further information on the Syntron Digidrum

☐ I would like to order my Syntron Digidrum(s)

NAME .....

ADDRESS .....

.....

Syntron Digidrum — Disk version @ £65.00 Inc. VAT .....

— Cassette version @ £65.00 Inc. VAT .....

Please add £2.50 for packaging/postage/insurance.

I enclose a cheque/postal order — made payable to SYNDROMIC MUSIC — to the value of £.....

All orders should be sent to SYNDROMIC MUSIC, Dept CU2, 35A Grove Avenue, London N10 2AS

SYNDROMIC MUSIC GUARANTEE

Not to Bank your monies until the Goods are ready for Dispatch.

Please allow 21 days for delivery

digi ever hear such a sound?

GOING UP TO 128

This month, we start a two-part series on business uses for the new 128. In the first part, we're looking at the 128's upgrade potential for businesses already using the 64. Will existing software and peripherals work with the new machine? What is the cost and benefit of upgrading?

Part 1 — C-128, the perfect 64 upgrade

by Karl Dallas

Now that the long-awaited Commodore 128 is finally in the shops, (though not yet accompanied by the equally long-awaited 1571 disk drive nor yet the double-disk 1572 drive already on sale in the States), the question for the serious user who has tolerated the 64's limited memory, its 40-column screen and the speed limitations of the 1541 must be: is this the time to upgrade?

And having tested three of the familiar 64 packages now made available in 128 format, Precision's *Superscript* and *Superbase*, and Audiogenic's *Micro-Swift* spreadsheet, my considered advice to every business user considering the investment of the £250 or so it will cost to buy the computer on its own is: hesitate no longer, but run do not walk to your nearest dealer, and get one.

What disk drive?

Unfortunately, Commodore have taken fright at the price-cutting that is endemic in the British market-place, especially in the pre-Christmas period, and have held back the launch of the 1571 disk drive until some time in the New Year, as yet unspecified. Instead, they have packaged the 128 with the 1570, a sort of in-between drive with the superior speed of the 1571 and the single-sided format of the 1541, at an overall price of £449.99.

And if you ask me whether you should get a 1570 — a product unique to the UK market — or live with the sluggish 1541 until Commodore see sense, then that's a question that's much harder for me to answer.

I've never used a 1570, but Commodore tell me that it is exactly similar to the 1571, except it lacks the more advanced machine's double-sided disk option, and if this is true, then customers may find it still an attractive buy. Presumably, therefore, every reference to the 1571 that follows can be applied to the 1570, apart from the double-sided option.

It's only later, as the disk begins to fill up, that the single-sided limitation will become obvious, especially if you decide to sample the wealth of CP/M business software that should become available, including some which can cost you as little as £1.50 a disk (no, that's not a misprint, I *did* say thirty bob!)

This CP/M "public domain" software can be had on single-sided as well as double-sided disks, of course, but this obviously may involve some disk-swapping, splitting of large data files etc, which again is a problem that will creep up on you as time goes on. One thing I can say, of course, is that the the 1570 doesn't look half as nice as the 1571, since it uses the ugly 1541-type box, rather than the sleek, half-height box of the 1571.

This "shall I, shan't I?" dilemma is a bit of a pity since with the 1571, Commodore have offered something that hasn't been available for the mainstream serious buyer since the days of the Pets, when new models were generally "upwards compatible" with the older ones. So if you had got used to a particular bit of software, then that would still run on the new machines. With the launch of the Vic and, more specifically, the 64, this possibility became difficult, if not impossible.

Now, having used a 128-plus-1571 combination, and software optimised to get the best possible results from it, in terms of memory utilisation, I can say sincerely that Commodore have a low-price business machine that it is possible to take seriously once again and one, what's more, that provides a comparatively painless upgrade path.

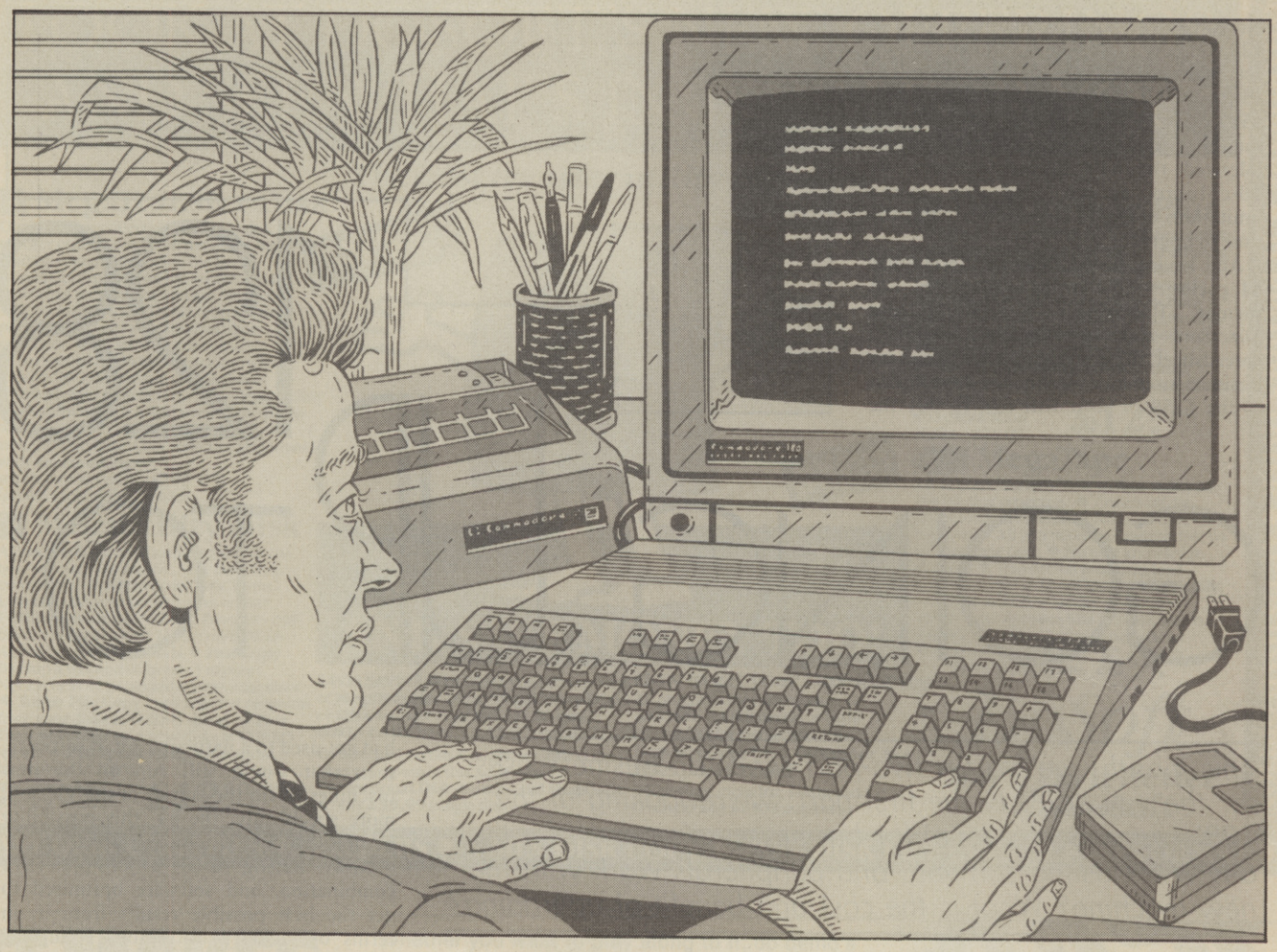
What I mean is that if you have a 64 and a 1541, you can change over to a 128 immediately, running all your existing 64 software in the 128's "64" mode with no more hassle than typing the words: GO 64 and answering the computer's "Are you sure?" safeguard (since changing modes on the 128 loses whatever's in memory) with an affirmative, each time you power up.

Even after you've got a 1571, you can continue to use the program and data disks, because the disk drive can sense whether it's dealing with a 1541 or 1571 disk format, and adjust itself accordingly. And *Superscript* and *Superbase* are both configured to be able to handle a 1541 daisy-chained on to the serial port of the new drive, so that 1541-formatted data files can be transferred to the new medium with the minimum of fuss and bother.

The monitor

The main problem which users of the 128 are likely to encounter is to do with the difficulty of obtaining a reasonable 80-column display on anything but the dedicated 1902 colour monitor, which isn't available at the time of writing, and not even the price has been announced.

The 128 comes with three output sockets for the display: television-style RF



and monitor-style composite video, neither of which will display 80 characters, and a so-called RGBI (red-green-blue-intensity) output via a 9-pin D-socket, to which the 80-column display is sent.

I wired a single phono-type plug to this and connected it to the "monitor" socket on my Panasonic TV/monitor, and I saw 80 columns which were quite readable (see picture). But I wouldn't fancy working with it on a continual basis. I'm told that I had also reduced the available colours from 16 to eight, but in fact all the packages I viewed gave a monochrome display, though they have a built-in colour capability.

With this in mind, I connected the same lead to a Tatung green-screen monitor which is intended for 80-column display, and I got a much nicer, steadier display. This monitor costs less than £100, and Philips do some very good green-screen 80-column monitors that are even cheaper.

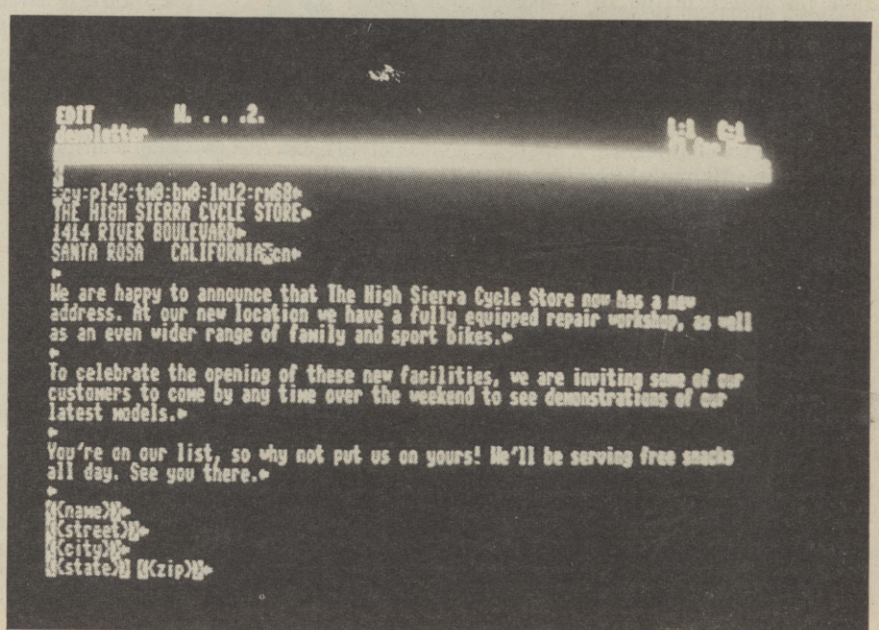
Personally, though colour *can* be useful in programs like spreadsheets to make the different columns easier to read, I am unconvinced about how necessary it really is to business generally.

Superscript and Superbase

Having sorted out the connections and display, it was time to look at the software, and it was then that I began to become a convinced advocate of the 128. As I loaded the programs, it became obvious immediately that I was using a much faster medium: 36 seconds to load *Superscript* compared with over two minutes on a 1541. Even before loading, things got quicker, because Basic 7.0 as supplied in the 128 ROM supports the <SHIFT>+(RUN/STOP> key pressure to Load and Run the first program on a disk, which was the practice on the later Pets as well as the SX-64 portable.

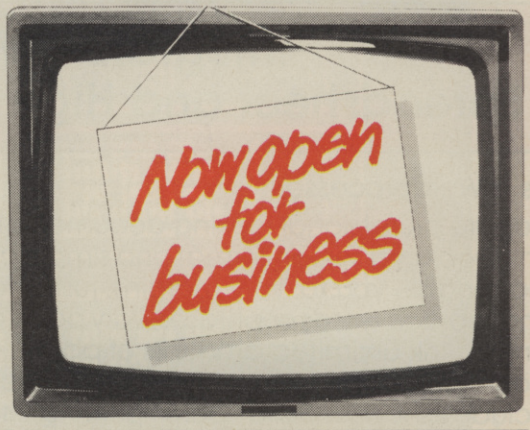
Then the 128K memory really came into its own when I loaded *Superscript* and *Superbase* alongside each other. The way I did this was to load *Superscript* and then when I got to the menu asking if I wanted

Superscript takes advantage of the 80-column screen.



Stop playing games– Start earning money!

The computer that's been giving you such a fun time with games now gives you the chance to earn some money. Helping you with word processing, secretarial work and even running your own business.
All because of the brilliant new word processing package, SuperScript from MicroPro — the makers of WordStar — the world's best selling word processing packages for microcomputers.



SuperScript **writes letters, invoices, reports, tables, documents, it stores, edits and even checks spelling.**

Versatile SuperScript SuperScript combines word processor, spelling checker, calculator and mail-merge facility, all in one package. So SuperScript gives you all the tools you need to produce high quality reports, tables, lists, personalised letters and prints labels quickly and efficiently.

Simple for the beginner If you are a newcomer to word processing, SuperScript puts you immediately at ease.
Each command is a single word, and for each command you simply move the cursor. You don't even have to type the command.

Good with numbers SuperScript allows you to extend your editing line up to 250 columns for wide documents like financial statements, and with decimal tabs it's easy to enter properly justified tables of numbers.
SuperScript's complete set of calculator functions can be used interactively or you can operate on numbers from the text of your document. Apart from the usual mathematical functions like add, subtract, multiply, divide, and percentages, you have the ability to add rows, columns or even whole tables.

Good with spelling, too The built-in spelling checker goes right through your text, checking for errors. You have the option to correct any error, ignore it, or add the word to its 30,000 word dictionary.

Editing options SuperScript gives you all the editing options of a business-style word processor, with full block manipulation for cut-and-paste; overtype or text insertion modes; search and replace with pattern matching and optional case discrimination; backward search, case shifts for single words or larger blocks of text. And much more.

Powerful for the experienced user SuperScript also gives you the ability to cut work down to a minimum by storing your own command sequences or text on single keys. This means that with a single keystroke you can reproduce commonly used phrases or multi-line addresses from a glossary, load in document formats or execute a pre-programmed sequence of operations.

Mailings with SuperScript Personalised mailings are easy with SuperScript. You can enter the data manually or use data extracted from your spreadsheet or database. Merging can be selective. A mailing labels template is included to help you complete your mailing and you can alter the template to suit your own label format.

Attention Easy Script users! If you're already an Easy Script user, then SuperScript is the obvious next step. With its enhanced features and more powerful facilities, you'll be able to do so much more. There are no compatibility problems either. You can run your Easy Script data or Easy Spell dictionary disks under SuperScript. And by returning your Easy Script disk can obtain an upgrade for just £49.95.

AVAILABLE FOR
COMMODORE 64, 128
ATARI 800XL, 130XE · APPLE IIc, IIe
SuperScript Word Processing Software is available direct complete with Comprehensive User Manual. Only £79.95 including VAT and Postage.
OR FROM ALL GOOD DEALERS.

NEW WORD PROCESSING PACKAGE SuperScript

MicroPro International Ltd
MicroPro. Haygarth House, 28-31 High Street, Wimbledon Village, London SW19 5BY

ORDER BY PHONE
ASK YOUR LOCAL DEALER FOR THE SUPERSCRIPT PACKAGE, OR ORDER DIRECT BY PHONING
0483 503121
QUOTING YOUR CREDIT CARD NUMBER OR BY COMPLETING AND RETURNING THE ORDER FORM WITH YOUR CREDIT CARD DETAILS OR REMITTANCE

SuperScript ORDER FORM
To Dept CU1,CUMANA Ltd, Pines Trading Estate, Broad Street, Guildford, Surrey GU3 3BH

Please supply the following:

QTY ☐ SuperScript £79.95 (includes P&P) for* _____ computer

QTY ☐ †Upgrade for Easy Script £49.95 (includes P&P) for* _____ computer
†(Your existing Easy Script disk should be returned with this order.) *Commodore 64, 128. Atari 800XL , 130XE. Apple IIc, IIe

I enclose remittance for £_____ (Cheques made payable to CUMANA Ltd). Or charge my credit card

Access/Visa No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Signature _____

Name _____
(BLOCK CAPS)
Address _____

_____ Postcode _____

If you are intending to use SuperScript for a specific purpose, we should be interested to have details. Thank You _____

If You can Only Buy one Great Piece of Software, Buy

TEAM MATE

For the C-64, C-128, Atari XL and XE Series

Integrated Word Processing, Data Base Spreadsheet and High Resolution Graphics in a Single Disk

It's a Wordprocessor!

Prepare professional looking documents by utilizing an 80 column screen format and simple commands that enable you to: vary margins, justify text, search and replace words or phrases, vary page and paper length, link unlimited amounts of pages, and move blocks of text between pages. Printer commands include shadow and bold printing, superscript, subscript, and centering. Print preview mode allows you to preview your text before you print - view page breaks, formats, underlining, etc. Print preview works with integrated data so you can see where data will will be positioned in word processing files. Perfect for form design and labels.

It's a Spreadsheet!

Performs tedious home, school or business calculations quickly and easily. Frequently used formulas can be duplicated throughout the 17 columns and 50 rows. You can assign a name to a value, for use at another place in the spreadsheet. Conditionals can be performed on any value or formula to test theories or affect other values and formulas in the spreadsheet.

It's a Data Base!

This computerized filing cabinet allows you to store and organize mailing lists, inventories, personal files and much more. These items can then be retrieved by category, name, index code or data range. Subfiles can be created for custom reports. Storage capacity yields up to 999 records with 17 fields per record, and 38 characters per field.

HIGH RESOLUTION GRAPHICS!

You can create a pie chart which will graph up to nine values. Line graphs and bar graphs can display up to three variables in one chart. Both positive and negative values can be displayed. In the bar chart, each variable can have up to 12 horizontal increments; the line graph can display up to 50. Scaling can be automatic or you can define your own minimum and maximum values. Text mode is incorporated with each graphic screen. You can enter text to title a graph, to type in a full description of each variable. Full cursor movement is available.

It's Integrated!

Because programs are integrated as a single system, data can be moved between the programs without ever having to swap disks. A window capability allows data to be viewed in one screen, while working with another set of data in the other screen. This means you can generate and print customized reports and letters, with data incorporated anywhere in the written text.

List Price: C64, Atari - £34.95 C128 - £49.95

Team-Mate Software
Debden Green
Saffron Walden
Essex CB11 3LX
Phone 0371 830848

Team-Mate is a product of

TRI MICRO © 1984

ORDER FORM Machine Type _____

I enclose cheque for £_____

Please charge my Access/Visa No. _____

Name _____

Address _____

_____

Post Code _____

Signed _____ Date _____

DEALER ENQUIRIES WELCOME

to use a previous work disk or format a new one, I pressed <CTRL>+<Q> which allowed me to LOAD Superbase. Alternatively, one could initialise a work disk, then get Superbase by using the <F1> <D>ocument <U>tility <S>uperbase key-press sequence, which I could also set up as one of the "macro" command strings which Superscript allows users to configure for their own purposes. These can be set up temporarily, merely by using the SET COMMAND menu option, or they can be set up within the work disk "defaults" file by typing in a single-line command string, in which the right-slash ("/") represents <F1>, an <Up-arrow> represents <CTRL> and <Up-arrow> followed by <M>, a carriage return.

Since each macro command consists basically of the initial letters you press to execute it from the main menu, it is very easy to create your own, which are executed merely by pressing <RUN/STOP> or <ESC>, followed by the key to which the macro has been assigned, so that <RUN/STOP> followed <S> LOADs Superbase.

The "Training" work disk supplied with the program includes a small "defaults" file of macros which are assigned to such frequently employed key sequences as "/gd" to scroll forward one screen, "/gu" to scroll one screen back, "/fbs" for bold printing, "/fus" for underlining (on suitable printer), and so on.

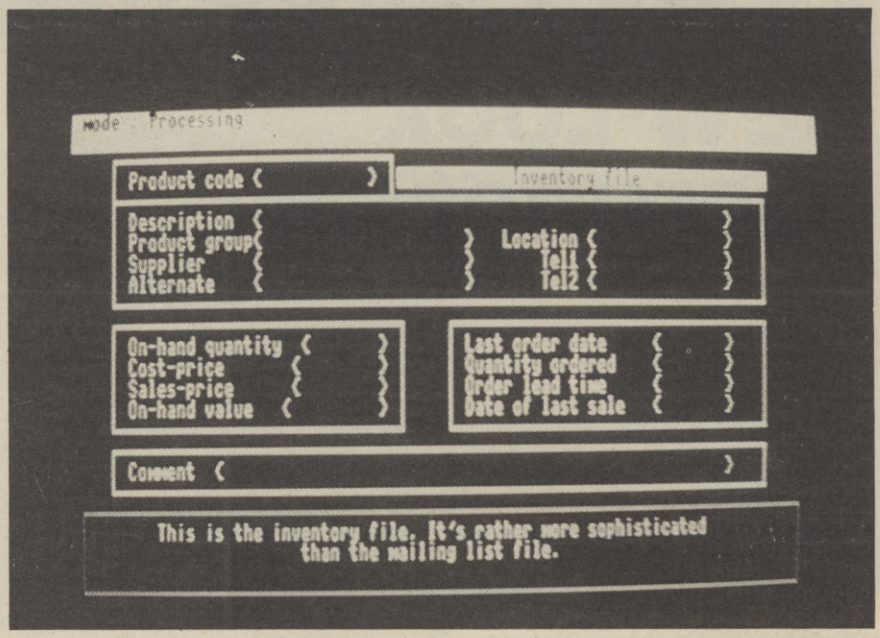
I must say I rather ignored the macro facility on my 64 version of Superscript, but the superior disk access speed encouraged me to make use of it, and things speeded up even more.

Having got *Superscript* and *Superbase* co-resident in memory, the fact that in general 8-bit chips can address only 64K memory was no longer the limitation that once it was, since the two programs divided up the 128K of RAM between them.

In my experience, a computer that can handle only one program at a time isn't much use in a business, because often when you are writing you need to check an invoice or an address database, to name only one example. While the *Superscript/Superbase* combination isn't what the jargon-merchants would call true concurrency, allowing each to occupy its own window on screen so that both could be viewed simultaneously, I found it quite easy to zip between them — again, I set up macros to make this easier.

Surprisingly, if you do this by telling *Superbase* you want to quit, the *Superbase* menu comes up instantly. To reverse the process, you type in "superscript" from the main menu (which can be abbreviated to "suP") followed by <RETURN> and Superscript returns, complete with whatever document was in memory at the time you quit.

The most obvious application of this co-residency is in mail-merging, producing personalised circular letters drawing the required data from *Superbase* files. Even without *Superbase*, *Superscript*, 64 and 128 both include quite sophisticated mail-merge facilities, using Superscript-written merge files, but since much of this information is exactly the sort of thing you'd be holding in a database, the combination of the two programs is a natural development.

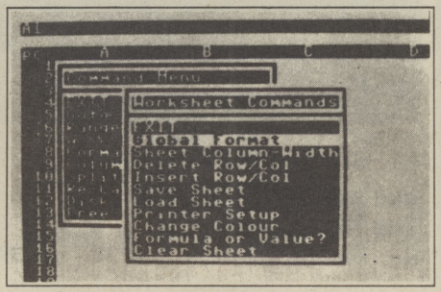


Inventory file on new calc Superbase

Indeed, Precision produced an earlier combination under the title of "Superoffice" for the 8296 business Pet, but that cost over £700, whereas Superscript for the 128 costs only £79.95, and Superbase for the 128 costs only £99.95 — that's a total of £179.90 for a package which is actually better, faster and neater than the old "Superoffice" (without the irritating delay on displaying keystrokes, which prevented it from being the best package for the 8000 series).

You can invoke *Superscript* from within *Superbase* with the "super*script*" — no capital initial — or "suP" command, but if you are mail-merging, parameters can be added, like a list produced from within Superbase, as follows: **suP from ''h8list'''',''dlletterfile <Up-arrow>m/pmp''** which will LOAD the document "letterfile", and execute a mail-merge using the records indexed in "h8list".

By the way, the maximum length of a Superbase program, has now been increased to 62K from the 4K when Superbase was originally launched.



Pop-up menus make Swift the easiest spreadsheet around.

I've made no secret of the fact that I believe the two individual programs are just about unbeatable value for the 64, and that opinion is considerably reinforced by these 128 versions. Owners of previous versions can upgrade for £20, which is the closest thing to a bargain you'll see this year.

Swift spreadsheet

I feel similarly about Audiogenic's *Swift* spreadsheet, which I welcomed when it first came out. The pop-up menus which make it the easiest spreadsheet around (minus the macro and database facilities which make *Vizastar* so powerful but at a fraction of the price) are still present, plus the 80-column screen and an enlarged sheet size of 16256 cells (64 horizontal × 254 vertical), compared with 6604 on the 64, at a price only a fiver dearer than the previous version (£24.95 compared with £19.95) which is really what you might call another enormous bargain.

Conclusions

On the strength of these three business packages alone (and there will be many more) the 128 forms the basis for a respectable system that puts the valiant 64 into the shade. You're getting comparable processing power to 'true business' machines at a price that would allow you to buy only software for the average PC.

However, if it also proves possible to run world famous software like WordStar and Perfect Writer on this machine in its CP/M mode — and at the moment I haven't had time to check out whether the claimed compatibility is a fact — it will become even more irresistible. By this time next month, however, I should be in a position to Reveal All, including some of that incredible £1.50 software, plus how to get it.

New-Look Micronet

What's Micronet offering the 64?

Micronet has never offered the modem-owning Commodore 64 user anything like the service it heaps on to the BBC and Spectrum machines. But that's all set to change: Micronet is all set to tempt 64 buffs away from arch-rivals Compunet with a new package of goodies. Ken McMahon reports.

It's nearly a year now since the Commodore 64 was deemed worthy of its own area in the pages of *Micronet 800*. Between then and now not a great deal has happened, at least as far as 64 owners are concerned. OK, every now and then a new title was added to the meagre stock of telesoftware available. Occasionally a new feature, news item, or review appeared. I can remember accessing the 64 Microbase on two occasions three months apart and nearly all the material had remained unchanged. You could almost see the cobwebs hanging off it.

All that is now due to change, but it has taken Micronet a whole year to get around to providing a decent service for Commodore users. Phil Godsell, Micronet's Software Manager, blames technical problems with the communications software. It's certainly true that Micronet's telesoftware has been bugged with downloading problems. Not only were Commodore subscribers having problems downloading the stuff, Micronet were struggling to get it up there in the first place. Thankfully, from everyone's point of view, these problems have been sorted out by Y2 Computing's *Mustang* software.

Mustang also allows the full range of Micronet facilities to be accessed including downloading of telesoftware using the Commodore modem. It has come to the time when *Compunet* subscriptions will (or will not) be renewed for the first time. Perhaps Micronet have woken up to the fact that they are not going to tempt the dissident Compunetters over the wall with old news and software.

SOLELY 64

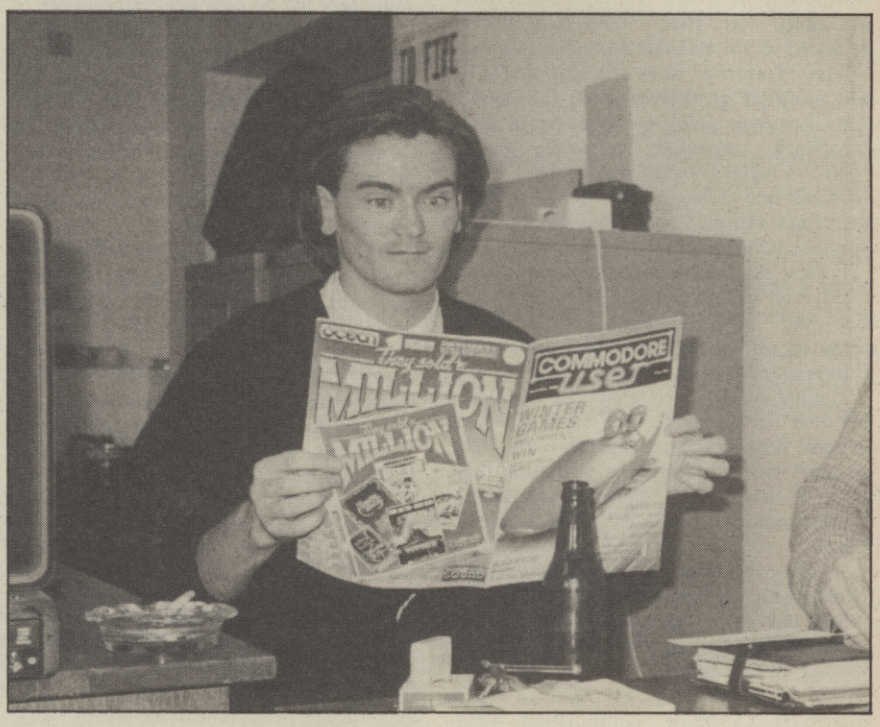
The main thrust of Micronet's drive to recruit Commodore users in their hordes is the *Solely 64* area: four hundred and fifty frames of news, reviews, technical help, and general chit chat about the subject closest to the hearts of all 64 owners.

Solely 64 is administered and organised not by Micronet, but by ex-publican Andy Waller. A self-taught Commodore enthusiast and expert, Waller cut his teeth on Micronet's *Clubspot*. Within a relatively short time he outgrew the two hundred page format and Solely 64 was born.

The two biggest improvements that Solely 64 has generated are undoubtedly greater interaction and speedier updates. *Help-Line* aims to provide answers for 64 owners stuck with a programming or hardware problem and is a useful alternative to banging your head on the wall. Once you've uploaded the problem, Andy reckons to have the solution on-line within a couple of days. As well as having your own specific queries answered the Help-Line is a useful place to pick up general programming tips.

For gamers the *Hints and Tips* section provides a source of tactical advice for adventurers and stuff of a more general nature. These categories are not hard and fast, basically it's anything goes. If it's useful and informative, it gets to appear on screen. Naturally enough, if you are in possession of any such juicy snippets, Andy would appreciate a mailbox.

If you're thinking of buying a game, or have done so and have a strong opinion of it one way or the other, it might be worth



FEARGAL SHARKEY

Micronet's Celebrity Chatline, as the title suggests, has the equivalent of a phone-in each month — with a personality. Past luminaries have included William Powell, MP, who introduced the Copyright Amendment Act to counter piracy, and Dr Alex Reed, Chairman of Acorn. Last month the Micronet team pulled off their biggest coup. Feargal Sharkey solo pop singer, ex-Undertone and, more importantly, Micronet member and 64 owner was on-line to answer people's queries. Commodore User was there to record the event . . .

taking a look at *'Your Reviews'*. This is where 'you the public' get the chance to air your views on the latest software, hardware, anything with the word Commodore in it.

On the editorial side, those interested in such things (who isn't?) can catch up on the latest gossip and events, most Commodore related, some not. The turnaround time is quite fast, Andy updates it every day.

SOFTWARE

Software is available in two forms on Micronet. The most technologically advanced and, oddly enough, the most conventional method is *telesoftware*. Once you've decided on a program it is transmitted down the phone line on to your disk or cassette. The biggest advantage of this is that you can download software at any time, night or day.

Prices are also pretty competitive; Micronet reckon to offer a twenty percent discount on most of their software — the kind of stuff that is readily available in the shops. This seems only fair to me. You are supplying the disk or cassette and this makes for a big saving on suppliers' duplicating and distribution costs. Also, most of the games you'll find are no longer being stocked by dealers. It therefore seems reasonable to expect that discounts are given to the customer.

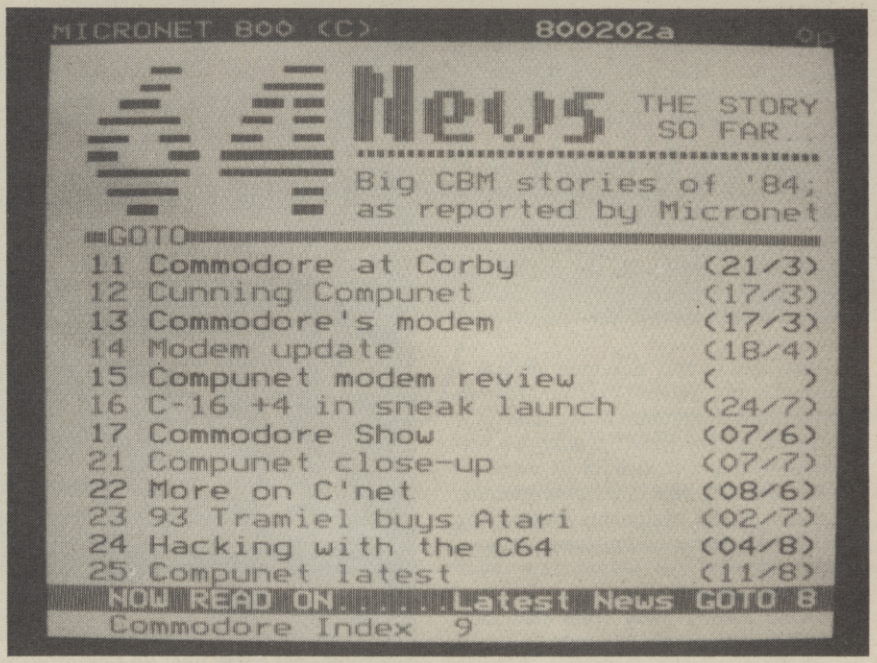
As well as the big name games such as *Blagger Goes to Hollywood, Black Hawk* and the Gilsoft adventures, Micronet are pursuing a policy of providing more utility software. Some of this will be sophisticated comms packages by people like *Y2 Computing*, for which you will have to pay the going rate. If you budget won't run to that, there is a wide selection of cheap and even free software available. The best bargain I managed to spot was British Telecom's *Dialsoft* user-to-user software at £1.50.

Most of the bargain basement stuff is sent to Micronet by little-known companies or individuals. They're selective about what they put on the system so even at the cheaper end of the range quality should be high. If it's not, you can express your dissatisfaction by giving it a lousy vote. The wise buyer would check out other voters' opinions as well as any Micronet reviews on the software before taking the plunge.

SOFTSHOP

Micronet also provide a mail-order software service. *Softshop* is the place to find the latest most popular games releases from people like *US Gold, Beyond* and *Ocean*. You tell Micronet what you want, give them your credit card number, and within two to three days it's in the post. If you're not a member of the plastic money brigade it takes a little longer, but you'll get the game when they get your cheque.

The reason you can't get these games down the phone line like the others is that the software houses licensing agreements forbid electronic transmission. Why?



More up-to-date news for 64 owners.

HACKED!

"Are you nervous?", asks Micronet's Sid Smith as Feargal Sharkey saunters over to the terminal. "No, 'course not!" comes Feargal's lilting Derry reply. "Well you are going out to 10,000 people in a moment", says Sid.

I get the impression that Micronet aren't used to having someone quite so 'big' on their Chatline. A couple of days earlier Feargal went out live to four million people on the Late Late Breakfast Show. This is peanuts.

Not to say Feargal treats this as a chore. There are better ways to promote a single than on Micronet. No, he's into the whole thing. As the proud owner of a Macintosh, Tandy 100 and best of all a Commore 64, computers feature considerably in his life. He's an enthusiast and a serious member of Micronet, frequently to be found on-line when he has the time.

The first thing I learn from him, in fact, is that his mailbox is frequently 'hacked' by fans who leave all kind of messages even though he's X-Directory.

He's also a Commodore User reader. The picture is not a set-up. He had bought the mag that morning as soon as it hit the newstands. "I'm always tempted to enter the competitions, but I'm frightened someone will see my name and say 'what a cheapskate'". We wouldn't be so uncharitable.

We settle down to wait for the first queries to come through. It doesn't take long, Feargal is soon humming over the questions whilst Micronet's Sid hammers out the answers and sends them back. Feargal doesn't interfere with him, apart from interjecting to point out the odd spelling mistake that crops up. Not that is, until a message crops up on screen that he's sent from a terminal in another room during the frequent photo sessions that interrupt the evening.

The predictable single and video questions are in there, plus a few in jokes from members that Feargal has had previous contact with. A message asking about the Irish question appears. Feargal groans and it is passed over rapidly. "I don't mind talking about it", he says, but "I can't answer it — especially not in ten lines!"

Quite a few people are interested in Feargal's 64. What musical add-ons does he use? I'm interested as well. It turns out that the only one he uses seriously is Supersoft's Microvox Digital Sampler. In fact, it crops up on the B-side of his next single 'Someone for Somebody' otherwise he spends time composing on a £60,000 Fairlight.

What games does he play, though? "I'm not into games that much. I love Ariolasoft's *Aarchon*, I got it whilst I was in Los Angeles. I did try to buy *Elite*, but the shop refused to let me have it because my Access credit was over the limit!" I am hapy to report that a kindhearted Micronet member presented Feargal with a spare copy to take away with him.

Two hours later the questions are still coming down the line. Sid asks Feargal if he's tired yet, but no way is Feargal moving. He's happy in front of a monitor. Anyway he's only got to fly to Amsterdam tomorrow morning.

Mike Pattenden

Because in these days of ultra sophisticated marketing techniques the game is only half the product. If you can't sell it with the oversized box, free T-shirt, badge and pin-up poster, then you can't sell it at all.

THE NET WARS

The thousand odd Commodore subscribers to Micronet will no doubt be very pleased to see that things are at long last improving. But is Micronet doing enough to attract 64 owners not yet bitten by the comms bug?

A year ago, in this esteemed journal, I compared the relative advantages of Micronet and Compunet. At the time (as is still the case), they were the only two networks providing a service for 64 owners.

A year is a long time in communications, but some of the arguments remain the same. Here's some of the main areas of comparison.

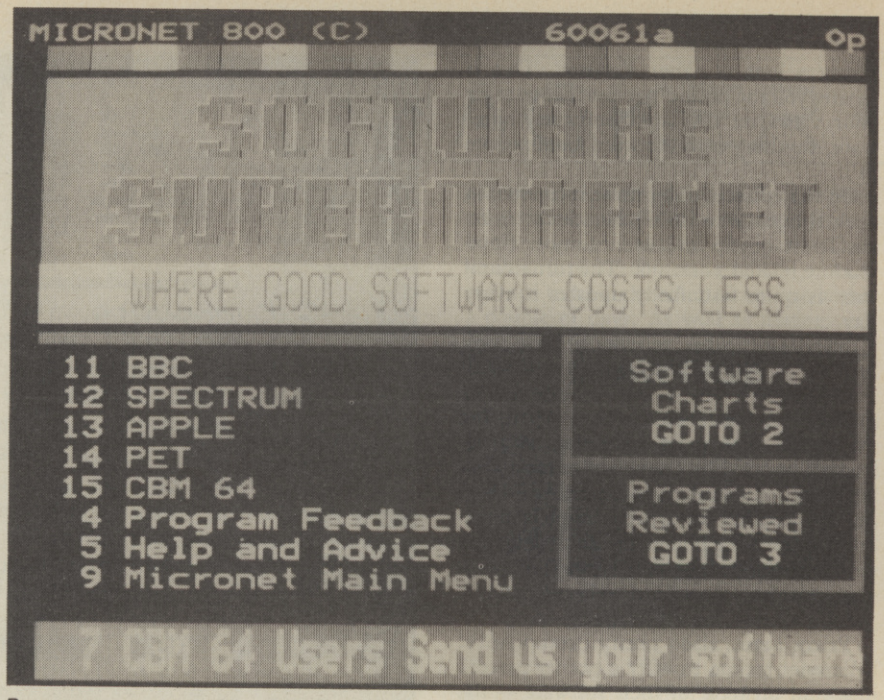
- **Access speed:** Compunet is slow, there's no getting away from that fact. Even if you know where you're going it can take some time to find a page. If you don't, the often cumbersome directory structure slows things down even more. At least Micronet doesn't involve you in interminable waiting.
- **Software choice:** In terms of software there's little to choose between the two. But Micronet now has a better spread of games, but as far as utilities, business and educational software go I'd say Compunet still has the edge. How long that situation exists remains to be seen.
- **Information:** The crunch comes when you get to information. It used to be the case that Compunet was streets ahead. Micronet have always had the speed advantage, but in the past it has been wasted. It's all very well being able to pull up screen after screen of news in seconds, but not much use when that news is so old nobody is interested.

If Micronet's Publicity Manager Peter Probert is to be believed: "The emphasis of the Solely 64 area will be on information rather than software". As this has already begun to happen, I see no reason to doubt his words. As long as it continues in the same vein, Compunet will have a hard job keeping up.

Perhaps the biggest thing going for Solely 64 is that it is but a small part of Micronet which has to cater for eighteen thousand odd other members. This means you get access to information of a more general nature, as well as things like *Starnet* and *Chatline*.

- **Multi-user gaming:** Starnet is to Micronet what MUD is to Compunet — their on-line multi-user game. Starnet has never been, and never will be (despite a planned facelift) as good as MUD. The latter has the drawback of being extortionately expensive as I know to my cost. Despite this, there are rumours that MUD will be making an appearance on Micronet by next spring.
- **Chit-chat:** *Chatline* is an on-line talking shop for Micronetters of all ilks. Topics of discussion vary from how to interface your micro with the hoover, to how to get rid of your acne. The biggest drawback of Chatline is that it often takes half an hour for your message to go on-line, which makes chatting a laborious process.

Soon to appear however, is *Mainframe Chatline* which will iron out the delays and make instant communication possible. Compunet has not been slow to pick up on the fact that people like to talk to each other and has just started its very own *Chat-On-Line* section in The Jungle.



Buy some, get some free: 64 telesoftware on Micronet.

CONCLUSIONS

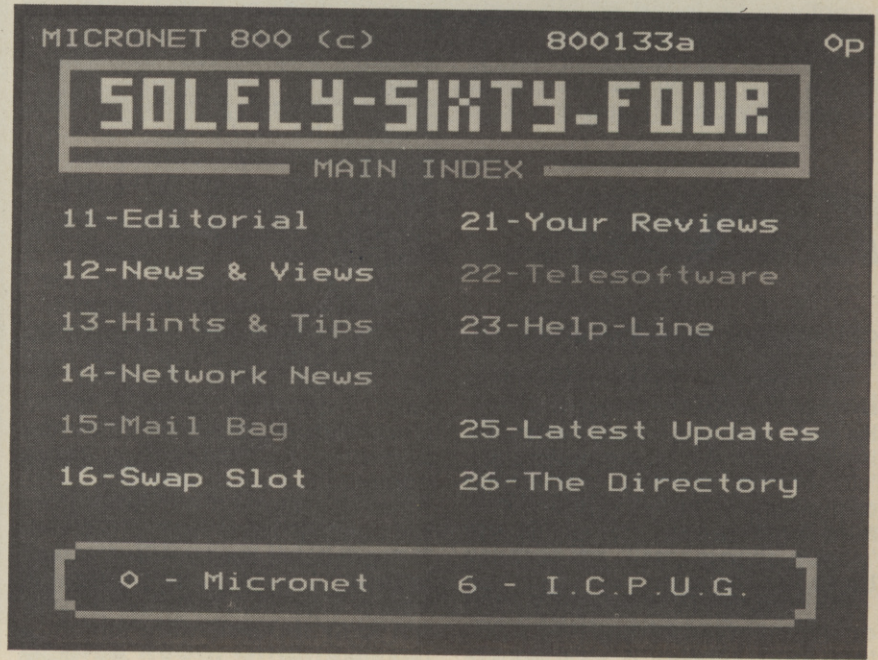
I could go on forever, or at least for a very long time, describing what you get for your money on Micronet and Compunet and let you draw your own conclusions.

However, at the risk of making a few enemies, let me simply say this. Now that Micronet has at long last started to provide the kind of service that 64 owners deserve it puts Compunet well in the shade. Unless Compunet do something to tighten up their directory structure and speed up response times there won't be a comparison to make. □

For more information:

- Compunet
- 7-11 Minerva Road
  London
  NW10 6HJ
  tel: 01-965 8866

- Micronet
- Durant House
  Herbal Hill
  London EC1R 5EJ
  tel: 01-278 3143



Precision Software's

Business Software Family

for your
Commodore 128

Superscript — The Intelligent Word Processor

"If you need a sophisticated and powerful word processor . . . this is the ultimate."
Trevor Doherty, Commodore Horizons July 1985

What is Superscript? –
Superscript combines word processor, spelling checker, calculator and mailmerge facility, all in one package. So Superscript gives you all the tools you need to produce high quality reports, tables, lists, personalized letters and even labels quickly and efficiently. Superscript is a remodeled and vastly enhanced version of the popular **Easy Script** and **Easy Spell** programs that have sold more than 350,000 copies worldwide, so you ***know*** you can rely on it.

Simple for the beginner
If you are a newcomer to word processing, Superscript's simple command menus put you immediately at ease.
Each command is a single word, and for each command there's an extra line of helpful description. To select a command, you simply move the cursor. You don't even have to type the command!
Once you are more familiar with Superscript, you can bypass the menus.

Powerful for the experienced user
Superscript also gives you the ability to *cut work down to a minimum* by storing your own command sequences or text on single keys. This means that with a single keystroke you can reproduce commonly used phrases or multi-line addresses from a glossary, load in document formats or execute a pre-programmed sequence of operations. *That's intelligence!*

Editing options
Superscript gives you all the editing options of a business-style word processor, with full block manipulation for cut-and-paste; overtype or text insertion modes; search and replace with pattern matching and optional case discrimination; backward search; case shifts for single words or larger blocks of text. *And much more.*

Good with numbers
Superscript allows you to extend your editing line up to 240 columns for wide documents like financial statements, and with decimal tabs it's easy to enter properly justified tables of numbers.
Superscript's complete set of calculator functions can be used interactively, or you can operate on numbers from the text of your document. Apart from the usual mathematical functions like add, subtract, multiply, divide, and percentages, you have the ability to add rows, columns or even whole tables.

Good with spelling, too
The built-in spelling checker goes right through your text, checking the unique words against its dictionaries, and stopping at each one it does not recognize. You have the option to correct the error, learn the new word or ignore it. Superscript has its own 30,000 word dictionary. In addition, it stores new words as it learns them.

Mailings with Superscript
Personalized mailings are easy with Superscript. You can enter the data manually or use data extracted from your spreadsheet or database. Merging can be selective with equal-to/not-equal-to logic. A mailing labels template is included to help you complete your mailing and you can alter the template to suit your own label format.

Attention Easy Script users!
If you're an Easy Script user, then Superscript is the obvious choice. With its enhanced features and more powerful facilities, you'll be able to do so much more. There are no compatibility problems either. You can run your Easy Script data or Easy Spell dictionary disks under Superscript.

LOADS INTO MEMORY TOGETHER

Superbase — The Programmable Database

For sheer quality and professionalism, Superbase is in a class of its own.

Easy to get started –
The first thing you'll notice about Superbase is the superb 230 page owner's manual.
The tutorial section takes both first-time and experienced users right from first steps through accomplished programming, while the reference section is a model of completeness. You'll enjoy the manual's easy style, its plentiful illustrations and comprehensive index.

Easy to use –
You'll soon be ready to set up your own filing system - business information, professional data, records of all kinds. You design your record layout right on the screen, exactly as you wish it to look, with helpful on-screen explanations never more than a step away.

With the layout in place, you can then use Superbase's built-in commands to enter, change or delete individual records. Once you have built up a file of records, you can select, sort and output data exactly as you need it. To begin with, you'll be accessing Superbase commands through menus. The menus lead you step-by-step to the required action. Nothing could be simpler!

The hidden power –
As you become more familiar with Superbase, you'll want faster ways of accessing commands. One way is through the command line. Any sequence of menu options can also be typed directly onto the second line of the screen, known as the command line. *But this is just the beginning.*

The *real* power of Superbase is that you can string any number of these commands together to form complete programs. When writing programs, not only do you have access to the dozens of powerful Superbase commands: you can also use the complete set of ordinary BASIC language commands.

This capability turns a straightforward data management system into a true database of incredible power.

Developing complex applications for yourself becomes a realistic proposition, with your hardware configuration as the only limiting factor.

The integrated office –
Superscript and Superbase will actually load into the computer's memory together.
This means that you can switch between Superbase and Superscript at will passing information between the two and working on your filing system and documents without ever having to reload. *That's integration!*

Buy your copy today, and join the thousands of satisfied Superbase users worldwide. They've proved its power and flexibility, and realised its benefits:

- ★ Entire machine-language program is memory-resident: No need for swapping or reloading.
- ★ Built-in single drive back-up utility.
- ★ State-of-the-art indexing for fast retrieval: any record in less than 0.3 secs.
- ★ Fields may be added, and field specifications altered without the need to restructure the file.
- ★ Data types include calculated result for on-screen field recalculations, including full BASIC math functions.
- ★ Searches may be up to 127 fields deep, sorts up to 34 fields deep.
- ★ Report-writer generates fully formatted reports from responses to simple question-and-answer session.
- ★ Allows linking across separate files.
- ★ Includes free label printing program.
- ★ Supports all standard printer interfaces

Also available on Commodore 64, Plus 4, Atari 800XL, Atari 130XE, Apple //c and Apple //e.

Super TYPE — The Professional Keyboard Trainer

Suitable for all ages, Supertype guides the novice typist towards complete typing proficiency, using proven keyboard training techniques. All the family can learn to touch-type at home, acquiring a valuable skill.

An endlessly patient tutor helps you to improve your productivity without expensive typing classes or travel.

INFORMATION/ORDER FORM

Circle Price to make selection

	128	64 PLUS 4	800XL	130XE	INFO
Superbase	99.95	79.95	—	—	☐
Superscript	89.95	79.95	79.95	79.95	☐
Supertype (Disk)	—	25.95	25.95	25.95	☐
Supertype (Cass)	—	19.95	19.95	19.95	☐

I enclose cheque/P.O. for £ _____

Charge my ☐ Access ☐ Visa. Card No. _____

Name _____

Address _____

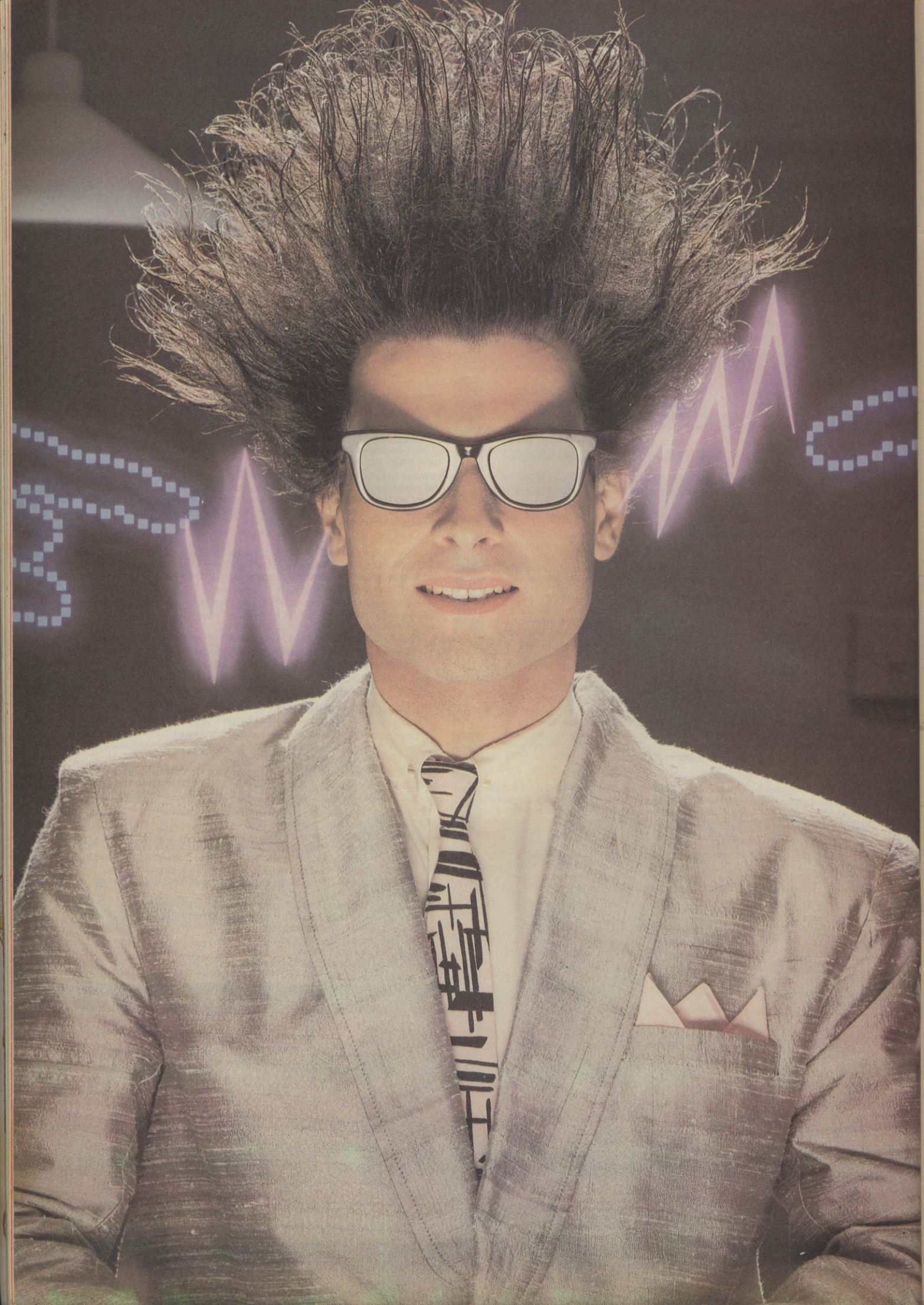
_____ Postcode _____

Signature _____ Date _____

OR CALL US ON 01-330 7166. CU3

Precision Software Limited
6 Park Terrace, Worcester Park, Surrey KT4 7JZ, England
Telephone: 01-330 7166. Telex: 8955021 PRECIS G

Superbase, Superscript, Supertype and the Precision Software logo are trademarks of Precision Software



CLIP THE COUPON FOR DETAILS OF OUR **FREE** 1ST QUARTER SUBSCRIPTION OFFER.

Nice Identity. Shame about the Password.

It's a unique combination.

Your Special Identity Number and Personal Password. The valuable key to huge databases teeming with activity, set on our Mainframes across the nation.

On Micronet 800, you're a valued individual, adding your own special flavour and personality to the database.

Take our exciting new "Gallery" - You control your personal screens for all to see. The intriguing "Chatline" public conversation service gives you freedom to express your views and meet some remarkable people.

All part of a tremendous Communications section that networks you to 50,000 Micronet and Prestel users across the country. Try Teleshopping, or interview celebrities live on "Celebrity Chatline" every Wednesday night.

And there's FREE (& instant) National Electronic Mail, plus International Telex, and the Contact and SwapShop bulletin boards.

Get computer news first on Micronet's daily (and controversial) "Newsflashes" and read up on the latest reviews and courses. Feast from our regularly changing menu of programs to download straight into your micro - absolutely free.

You also get access to Educational Computing's "School Link" and Prestel's huge 300,000 page database, including world news, business & share bulletins and optional homebanking. For only £16.50 per quarter, that's less than the price of a daily paper!

The only accessory you need is a Modem, to get the best value for money around in micro communications.

Fill in the coupon for the full facts and send to Micronet 800, 8 Herbal Hill, London EC1R 5EJ. But be warned, Micronet 800 is a 'living' service with ever-expanding features. So maybe you'd be better to call in at your local Micronet 800 Action Station. There are thousands of Micronetters waiting to meet you!

To: MICRONET 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Telephone 01-278 3143.
Please send me the full facts about Micronet 800.

Name _____ Age ____

Make/Model of Micro _____

Address _____

_____

_____

Telephone _____

YC 12 85

* For 98% of telephone users.
Prestel is a trademark of British Telecommunications plc.
On Prestel

TOOLKIT IV

1541 DISK UTILITY

COMPLETELY NEW – INCLUDES ALL THIS . . .

DOCTOR V2 – allows you to read and write any track or sector, including extra and renumbered tracks, extra and renumbered sectors, and looks underneath READ ERRORS. Repairs damaged sectors.

FORMATTER – format an entire disk, or format any individual track or half-track from track 0 to 41. Redefine any of 30 parameters including tracks per zone, sectors per track, bit density, data block size, data block fill bytes, header and data block id's, header and tail gaps, off-bytes, syncs etc. This allows you to create or recreate a completely unique disk format; and it formats an entire disk in less than 10 seconds.

HEADER/GAP EDITOR – decodes and displays all header information including off-bytes, checksum and header gap. Rewrite the entire header and header gap. Renumber sectors. Also edit any sector tail-gap.

ERROR LOOK – the fastest, most thorough error detector ever gives you all necessary parameters for backing up, detects all errors, extra and renumbered sectors, extra and renumbered tracks, half-tracks, from track 0 to 41.

ERROR MAKE – make 20, 21, 22, 23, 27 and 29 read errors on any individual track and sector and redefine any necessary parameters, and even recreate data under the original error. Also includes a method of preventing your disks from being copied by most disk copiers.

FAST DISK COPY – copy a full disk with one drive in less than two minutes. Copy a partially filled disk in even less time.

FAST FILE COPY – transfers files over five times faster than normal, loading and saving.

COMPACTOR – will compact any machine code program. Can compact files by 50%: saves disk space and loading time.

DISK LOOK – the ultimate directory and file manipulation utility. Sort the directory in any way you like. Edit DOS version. Display file start and end addresses. Disassemble any file with standard and unimplemented op-codes. Edit BAM. Unscratch files. Plus more . . .

DRIVE SPEED TEST, DISK ERASE, DISK MON, DISK LOG, BASIC COMPACTOR/UNCOMPACTOR, &: FILEMAKER, make your 1541 play the national anthem, or increase drive head speed and still more that we can't squeeze into this ad (and even a few little surprises we aren't telling anyone about).

TOOLKIT IV is undoubtedly the most comprehensive disk utility available for the 1541 drive, yet it couldn't be more user friendly. Supplied on disk with comprehensive instruction manual. You will wonder why you bought those heavily advertised, more expensive utilities.

FOR C-64 OR C-128 ONLY

BUY IT NOW – £22.95 (inc p/p and fast delivery)

Overseas orders please add £1.00

MPS SOFTWARE (DEPT CU)
36 ALEXANDRA GROVE
LONDON N4 2LF, ENGLAND
01-800 3592

Previous TOOLKIT owners can upgrade by returning their original disk + £10.00

REVIEW LINE 0896 55471

For the latest in Commodore 64 reviews on hardware and software, phone us between 6 and 9p.m. (cheap rate time!) and name it. If you've seen an advert for a game, try us, we might have it.
Besides having a free review service, we also sell software & hardware at bargain prices of 25% or more off!!

CASSETTE

Barry McGuigan's	£7.45
Hacker	£7.45
Rescue on Fractalus	£7.45
Who Dares Wins II	£5.95
Trivia U.K.	£5.95
Karateka	£7.45
Skyfox	£7.45
Spy vs Spy II	£7.45
Air Combat Emulator	£7.45
Colossus Chess 4	£7.45
Steve Davis Snooker	£6.75
Shades	£6.75
Wizardry	£7.45
Spy's Demise/Strikes B	£7.45
Frank Bruno's Boxing	£5.95
Ting on a Spring	£5.95
Paradroid	£5.95
Hyper Sports	£6.70
Yie Ar Kung Fu	£6.75
Terrormolinos	£5.95
Batalyx	£7.45
Arcade Hall of Fame	£7.45
Blackwych	£7.45
Beach Head II	£7.45
Summer Games	£7.45
Summer Games II	£7.45
Winter Games	£7.45
Young Ones	£5.95
Fight Night	£7.45
Desert Fox	£7.45
Gooonies	£7.45
Nexus	£7.45
Mercenary	£7.45
International Karate	£4.95
Quake Minus One	£7.45
Starion	£7.45
Fighting Warrior	£7.45
Never Ending Story	£7.45
Racing Destruction Set	£8.95
Monty on the Run	£7.45
Frankie GT Hwood	£7.45
They Sold a Million	£7.45
Dr. Who and Mines of T	£11.20
Critical Mass	£6.75

DISKS

Little Comp. P	£11.20
Winter Games	£11.20
All US Gold	£11.20
Skyfox	£11.20
Mercenary	£9.75
Golossus 4	£11.20

STICKS

Quickshot II	£5.95

Overseas orders please add £1 p&p. Spectrum, Amstrad & Atari software also available.

ORDERS SENT 1st CLASS DURING CHRISTMAS PERIOD

If there are any other items of software you would like, just take 25% off the RRP and send a cheque or PO payable to:

REVIEW LINE SOFTWARE
16 Kilnknowe Place, Galashiels, Selkirkshire TD1 1RH

If you want to play games don't cut out this ad.

Because after LPA micro-PROLOG games are just kids stuff. It's a powerful programming language that can be usefully applied in a short time that points the way to computing of the future. Japan has chosen PROLOG.

And though it's not a game, it is fun.

Orders can be despatched before Christmas so send now for full details.

LPA micro-PROLOG

Logic Programming Associates Ltd.
Department CU1, Studio 4,
The Royal Victoria Patriotic Building,
LONDON SW18 3SX Tel: 01-871 2016

BOOKS – ½ PRICE OR LESS!!

COMMODORE 64
CBM 64 Programs Vol. 1
by Richard Franklin and Nick Hampshire
Size 215 × 134mm 191pp
20+ progs covering a wide variety of interests. Includes Hi-res graphics, music, games, utilities, sprites etc. plus full length adventures.
Published at £6.95 *Our price £2.95*

Commodore 64 Games
by Kevin Bergin
Size 215 × 134mm 190pp
21 exciting games — making full use of graphics and sound-car dodge, air attack, hangman etc. All are accompanied by notes.
Published at £6.95 *Our price £2.95*

My Commodore 64 Computer and Me
by Meyer Solomon
Size 196 × 125mm 79pp
For children, this book starts at the beginning. Nicely illustrated, well written, finishing with a complete game.
Published at £2.95 *Our price £1.50*

The Sensible 64
by David Highmore and Liz Page
Size 208 × 150mm 122pp
Covers what the manual doesn't — keyboard, user defined graphics, displays, sprites, sound and music, disk drives and printers.
Published at £5.95 *Our price £1.95*

The Working Commodore 64
by David Lawrence
Size 234 × 153mm 176pp
A library of practical sub-routines and programs for data storage, finance, education and games of skill. Includes word processor and text editor.
Published at £5.95 *Our price £2.95*

Advanced Programming Techniques on the Commodore 64
by David Lawrence
Size 230 × 152mm 174pp
How to write successful application programs — advice and examples from single lines to complex routines.
Published at £5.95 *Our price £2.95*

C64 CRIB CARD
Everything you need on a fold-out, double-sided glossy card. 12 panels 210 × 98mm
Published at £1.99 *Our price 95p*

Programming for Education on the C64
by John Scriven and Patrick Hall
Size 235 × 155mm
A handbook for primary education — using a modular approach programs can be freely adapted. Impressive graphics.
Published at £5.95 *Our price £2.95*

Any 4 C64 BOOKS £7.95
All 7 C64 BOOKS and CRIB CARD £11.95

VIC 20
Exploring Adventures on the Vic
by Peter Gerrard
Size 215 × 134mm 243pp
Starting with an introduction to adventures and their early history, this book takes you through the steps necessary to write your own games. Highly readable.
Published at £6.95 *Our price £2.95*

The Complete Vic Rom Disassembly
by Peter Gerrard and Kevin Bergen
Size 215 × 134mm 157pp
For the serious programmer, complete disassembly of all ROM routines, also complete 6502 m/c instruction set etc.
Published at £6.95 *Our price £2.95*

Vic Graphics
by Nick Hampshire
Size 215 × 134mm 185pp
How to generate graphic displays — graph and colour plotting, Hi-res graphics, scaling, rotating and 3D displays, all fully explained.
Published at £6.95 *Our price £2.95*

Vic Programs Vol. 1
by Nick Hampshire
Size 215 × 134mm 184pp
Useful and interesting collection including music, games, utilities, graphics and functional programs, 36 altogether.
Published at £6.95 *Our price £2.95*

Vic Revealed
by Nick Hampshire
Size 215 × 134mm 267pp
How and the VIC works, 5 sections in the book covering functional blocks — 6502, 6561, 6522, software and I/O functions plus appendices of codes and circuit diagram.
Published at £9.95 *Our price £3.95*

Any 3 VIC BOOKS £6.95
All 5 VIC BOOKS £10.95

Books for other machines at same low prices — ask for full list. We also sell a large range of electronic components and compatel add-ons. Our catalogue is 70p. All goods post free.

Min Access order £5.00
No min. CWO value. Official orders from schools etc. welcome — min invoice charge £10.

GREENWELD
ELECTRONIC COMPONENTS

443L Millbrook Road, Southampton
SO1 0HX. Tel: (0703) 772501/783740.
24 hour answer phone.

Sprites for Pacman

***Dear Tommy*, I have a slight problem in using sprites when writing a pacman game on my 64. I need to check for the pacman (which is a sprite) to collide with the maze boundaries which is a UDG and check collision with pacman and dots. I would be very happy if you could solve my problem.**

There are two ways of doing this; one using interrupts and the other using PEEKs. The interrupt method involves setting the interrupt mask register (53274) and then testing the interrupt flag register (53273) when an interrupt occurs to see if it has been caused by a sprite collision.

The second method can be used from Basic and should be used after each move of a sprite. The following lines will check for collision between sprites and between sprites and data (UDGs):

IF ((PEEK(53278)AND(2 X)) THEN GOSUB (sprite collision routine)
IF ((PEEK(53279)AND(2 X)) THEN GOSUB (data collision routine)

Note that the test uses BOOLEAN logic (ie 0 or not 0) so there is no need for an equals sign in the expression (**X** is the sprite number (0-7) of the sprite you wish to test). There is not room for a worked example using interrupts, but if you want to go into this in detail there are a number of books available which cover the subject, such as Raeto West's excellent *Programming the 64*.

New ROM for old

***Dear Tommy*, I have a Commodore 64, 1540 disk drive (upgraded to 1541) and a Seikosha GP-100VC printer.**

My problem is that at times the printer 'hangs up' during a print run. When this happens I lose control of the keyboard and can only regain control by flicking the ON/OFF switch on the printer off then on by which I regain control but lose a line or two of printing.

This problem does not occur when printing out program listings but only when printing from within some software. I first noticed it with Wordcraft 40 and wrote to Audiogenic who were very helpful and tested the cartridge but could find no fault. Since then it has happened with CYB (Check Your Bank) and also with programs that I have entered myself.

It crossed my mind that the problem could be in the upgrade chip that I fitted into the 1540 but the problem is still there with the printer connected directly to the computer serial port.

One final point is the hang up will sometimes occur after a few lines of printing, sometimes after 20 or 30 lines and sometimes not at all.

Your problem is due to the ROM in the printer because of timing differences between the Vic-20 (for which this printer was designed) and the 64. In the same way that you had to fit a new ROM in the 1540 to make it compatible with the 64, so you need to fit a new ROM in the printer. The 64 thousand dollar question is whether you can actually get hold of a printer ROM at this stage; you can try having a word with your dealer.

If you can't get hold of one, then I am afraid there are only two ways round the problem; turn off the screen while printing, or sell the printer to someone with a Vic 20 and buy a new one. The first method is obviously cheaper, but will only work if you can actually alter the programs that suffer from the problem. The screen is turned on and off as follows:

POKE 53265,11 turns it off.
POKE 53265,27 turns it back on.

Tommy is our resident know-all. Whether you've got a technical problem on the 64, 16 or Vic, Tommy's at the ready with pearls of wisdom, advice and information. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.

Two for the 16

***Dear Tommy*, About three weeks ago I was reading a computer magazine with an article about memory expansion for the C-16. Then as I own one I was interested in whether or not plus/4— only software would run on the C-16 with this expansion. It is made by Micro Component Trading Co. and sells for £59.95.**

Secondly I saw a book for Commodore Computers called Machine Code for CBM Computers retailing at £8.95. Looking through it I found no mention of the C-16 only Plus/4 is this because Plus/4 has a different type of machine code or is it compatible with the C-16?

To answer your first question, this rather depends on the software. If it is written in Basic then there is no reason why it will not work, provided there is enough memory for it, since both machines use the same version of Basic. On the other hand, a machine-code program may or may not run, depending on whether it uses features specific to the Plus/4. It is quite likely that programs that run on the C16 will work on the Plus/4, but unfortunately the reverse is not always the case. You may be able to try loading the program in the shop on a C16 before buying it, if you explain the reason to the dealer.

On your second query, the theory and methods of operation are the same for both machines, so learning machine-code from a book written for other Commodore machines should not be a problem. You may not be able to run all the example programs for the Plus/4 however, for the same reasons as above.

A couple of gremlins got loose in this column in the October issue. In the answer on Random Numbers ('It's not cricket'), the program line should have read **5 X = RND(—1)**. The second hiccup was in the 64 memory check routine (Test your chips); line 20 should have read:

20 FOR A = 2289 TO 40959

Apologies to anyone who had problems with those, I'll be keeping a can of DDT handy in future just in case the gremlins try to make a regular appearance!

Wacky Password

***Dear Tommy*, I must say that your part of the mag is the part I find most interesting, but less of the crawling and on to the question. I have a Commodore 64 and am wondering if it is possible to change the message on the powering-up screen so you could ask for a password before you could use the computer?**

You can't actually alter the power-up message unless you are using an auto-start cartridge. This is because the computer power-up message is incorporated in the ROM and will always appear before you can actually enter any program to change it. The only way you could achieve your aim of requesting a password before *any* use could be made of the computer would be to burn an EPROM containing the necessary code (plus the auto-start code of 195, 194, 205, 56, 48 starting at address 32772). The EPROM would then have to be mounted on a cartridge unit, addressed so that it started at 32768; the first two bytes being the jump address of the start of the actual program code.

Of course, the obvious answer to anyone who didn't know the password is to remove the cartridge before powering up, so you would also have to incorporate a check value within the cartridge which is accessed by the programs you wish to protect from being run by unauthorised users. The programs could then be set to crash if the cartridge was not present when they were run. However, this is obviously not feasible if you are talking about using commercial programs rather than ones you have written yourself.

If you are interested in making such a cartridge there are a number of suppliers of EPROM units for the 64, such as *Lightwave Leisure* on 051 639 5050, or *Zero Electronics* on 0493 842023. You can expect to pay around £60-£70 for everything you will need to get started though, so this might be a rather expensive and rather bizarre solution to your problem.

Looking at TED

***Dear Tommy*, I have been told that the C16 has a chip called 'TED', rather like the VIC chip in the Vic-20 and 64, but the manual makes no mention of it. What is this chip and what does it do? Can it be POKEd to like the VIC chip and if so what are the POKEs?**

You are quite correct; the C16 *does* have a chip called TED. Basically it controls the graphics display, sound generation, keyboard and a number of internal timers. It is rather a complex chip and not one that you can play around with lightly; at least not if you want your C16 to do something useful, since you won't actually damage it by POKEing around in it!

The 32 main registers start at $FF00 (65280) and finish at $FF1F (65311). There are also two registers at $FF3E and $FF3F; these are the ROM and RAM select respectively. The TED chip also uses some areas of memory; 2048-3071 is the colour attribute area and 3072-4095 is the area where the character pointers are held.

The following registers will probably be of most use to those who want to play around with interrupts etc:

65289—Interrupt Register bits 7-0 as follows: IRQ, T3, nc, T2, T1, 1LP, RAST, nc

(nc=no connection, T3=TIMER3 etc, RAST=Raster Interrupt)

65290—Interrupt Enable Register; Bits 7-1 as above, Bit 0 is Raster MSB.

65291—Raster Compare Register (0-7) + 'bit 8' from 65290 bit 0 above.

65300—Video Matrix Base (bits 3-7)

As for PEEKs and POKEs, try these for starters:

65297—bits 0-3 Sound Volume
65297—bit 4 select Voice 2
65297—bit 5 select Voice 1
65294—Freq Sound 1
65298—bits 0-1 MSBs Freq Sound 1
65295—Freq Sound 2
65296—bits 0-1 MSBs Freq Sound 2

A very under-rated register is 65287. Try this little trick:

POKE 65287, PEEK (65287) OR 128.

Now print some characters and some graphics, using both the CBM key and the SHIFT key to obtain both sets of graphics. Now press CTRL/RVS ON and type some more character keys; you will now be in *lower case* mode, which means that you can have upper *and* lower case, plus both sets of graphics on screen at the same time! The TED chip is nothing if not versatile.

Raise the alarm

***Dear Tommy*, I have two questions to ask of you. First of all, could you give me a routine for the 64 that would enable me to produce an alarm and at the same time a countdown sequence? I have the listings of both in my program, as you can see from the listings included, but the trouble is that when the alarm goes off I can't get the timer to work as well to shut the program down after a certain time. Secondly, how do you make letters come up on the screen with a blip for each one produced, much the same as the instruction screens on *Ghostbusters*. I want to include this on an expense program I have written title screens for.**

The way to do it is to incorporate a time check within the main loop of the alarm program. Set up the timer variable using the jiffy clock (TI) plus the length of time you wish the alarm to sound for. Then check whether the jiffy clock has reached the value of the timer variable and if it has then return from the alarm subroutine. The following two lines of code will need to be inserted; the first *before* the alarm routine is called, and the second *inside* the main loop of the alarm routine:

TV = TI + (LN*60) where LN is the length of time in seconds.

IF TI>= TV THEN POKE VL,0: RETURN where VL is the volume register (to turn off the alarm sound). You may, of course, wish to do something more fancy to shut down, but that is easily incorporated with a GOSUB to a shutdown routine. On your second query, the following short program gives an example of how to sound a note for each character printed from a string:

```
10 GOSUB 2000:REM INITIALISATION
20 FOR L = 1 TO 9
30 PRINTMID$(A$,L,1);
40 GOSUB 1000
50 NEXT L
60 END
1000 POKE BASE + 4,65
1010 FORDL = 1TODR:NEXTDL
1020 POKE BASE + 4,64: RETURN
2000 A$ = "COMMODORE"
2010 BASE = 54272
2020 POKE BASE,154: POKE BASE + 1,27
2030 A = 2: D = 2: S = 0: DR = 50
2040 POKE BASE + 5,16*A + D
2050 POKE BASE + 6,16*S + D
2060 POKE BASE + 4,64
2070 POKE54296,10
2080 POKE BASE + 2,160
2090 POKE BASE + 3,8
2100 RETURN
```

Alter the speed at which the characters are printed by changing the value of the delay variable **DR** in line 2030.

16 printer problem

***Dear Tommy*, I am a Commodore C16 owner, and I recently purchased an MPS-801 printer. In the User's Manual (page 39) is a short program to print a hard copy from the screen. But this program is only compatible for the Vic-20 and 64. Could you please tell me what lines I need to add or delete? Could you also tell me if there is a way of dumping a copy of chess diagrams from a Pro-Program to the printer?**

There are three lines that need to be altered to enable the program to be run on the C16. In line **60030** change **PEEK (648)*256** to **PEEK (1342)*256**. In line **60060** change the **22** to **40** inside the brackets. Finally, line **60050** should be altered as for the 64 (shown at the bottom of the page in the manual).

However, there is also a mistake in the program: line **60100** should read **60010 AS$ = AS$ + QT$ + RO$** and not as printed in the manual. Note that this program will only dump a lo-res screen (text and graphics characters) and will not work for hi-res dumps.

As for the chess program it would have to be a machine-code dump routine; the difficulty being in halting the chess program so that you could activate the dump code, without spoiling the screen. Without detailed knowledge of the chess program routines and how they are stored in memory I'm afraid it is not possible to give a generalised dump program.

BEYOND YOUR WILDEST DREAMS!

Subscribe to **Commodore User** and get two **FREE Commodore 64 games** worth up to **£39.90.**

"Psi Warrior"
Experience the heart stopping thrill that is Psi Warrior. Balanced on his unique hover plane and armed with his psi-net projector, the Psi Warrior must fight his way to the bottom of the Home Silo and do battle with The Source. Marvel at the unique animation created by Tayo Olowu and Paul Voysey, the authors of Psi Warrior.

"Mychess II"
If you like chess, then Mychess II is the game for you. It offers four 3-dimensional views of the board as well as the usual "map" view. Mychess II features 9 levels, mate solving techniques, a print option and game replay.

"Spy Vs Spy"
Written by Mike Riedel and featuring those madcap Black and White Spies. As you guide the spies through the inter-connecting rooms of the foreign embassy, you'll need to keep one eye on your opponent. He's also after the Top Secret Briefcase and will lay a variety of booby traps to ensure that he finds it first. Playing against an opponent or the computer, Spy Vs Spy is an outstanding game.

"Shadowfire"
Ambassador Kryxix is held captive aboard General Zoff's starship. You have six future heroes and one hundred minutes of real time to rescue him. Denton Designs have produced the first adventure game without text. All commands are icon-driven, making the whole game work at a relentless pace.

"Psytron"
The Psytron controls the massive Betula 5 Installation. When the attack comes it will cope with defensive demands which would leave a human brain unhinged and computer circuits scrambled. Damage in any sector of the base must be assessed and its effect on the fabric of the installation calculated immediately. To play Psytron, you need instant reactions, exceptional decision-making ability, and an incredible thought process...only a few survive.

"Lords of Midnight"
The game that changed the face of computing. Lords of Midnight has received more accolades and awards than any other computer game. Featuring 30,000 screens and the art of landscaping, you must defeat the dreaded Doomdark. Starting the game with only Luxor and Morkin on your side, through guile, cunning and intuition you must gain accomplices in your final conflict to win the Ice Crown. Written by Mike Singleton and converted for the '64 by Tag and the Kid.

"Mr Robot"
Guide Mr Robot through 22 fiendish courses with incredible features and amazing antics. Then create your own screen game design with the simple to use Robot Factory, and test it out on your friends. You cannot tire of Mr Robot because you make the screens up so that every game can be different.

"Ankh"
Launch your mind probe into the unfathomable "metareal" world of Ankh, where logic works but doesn't rule, and where every portal is a challenge to be probed, pushed and finally persuaded to reveal a treasure, a tool, or a new mystery. Ankh is not for the faint-hearted, but only those gamers who can think logically, laterally and, perhaps desperately to solve the ultimate brain-teaser.

"Aztec"
Unearth the golden idol from a long lost South American Aztec Temple. Macabre monsters and cunning traps await your explorer as he walks, crawls, jumps and fights his way through the brilliantly animated action. Aztec was voted the best action adventure game in the United States.

Yes, I would like to subscribe to **COMMODORE USER** for one year.
I have made my choice of two **BEYOND** games below.

Cheques payable to **Commodore User**

	Tick Box
I enclose a cheque for £15	☐
I enclose a postal order for £15	☐
I wish to pay £15 by Access/Visa (delete as applicable)	☐

Name of Card _____ No. _____

Expiry Date _____ Signed _____

Name _____

Address _____

_____ Postcode _____

Please send me the following **2 Commodore 64** games:

	Tick Box		Tick Box
Spy Vs Spy	☐	Mr Robot	☐
Psi Warrior	☐	Aztec	☐
Lords Of Midnight	☐	Mychess II	☐
Ankh	☐	Psytron	☐
		Shadowfire	☐

Return coupon to:
BKT, Dowgate Works, Douglas Road, Tonbridge, Kent TN9 2TS.

* BACK-UP-SYSTEMS FOR CBM-64 & VIC-20 *

The **BACK-UP-BOARD Mk.1.** is the fastest, and easiest way to back up your tape programs. With this board you car connect a second CBM cassette deck to your computer. You can copy a program on the second deck while the original loads from the first. You can back up all fast loaders, data files etc. **BACK-UP-BOARD Mk.1. £10.00** inc p&p

BACK-UP-BOARD Mk.2. This new version of our famous **BACK-UP-BOARD** is now proving so popular it is outselling our original Mk.1. This new board now works two ways. Switched to 'NORMAL' it operates as the Mk.1. Switched to 'GENERATE', '64' owners can use our special transfer software to regenerate a copy of a program on the second deck as it loads from the first. This method can produce a better quality copy than the original. **BACK-UP-BOARD Mk.2. & software £14.50** inc. p&p. Conversion service. Return your Mk.1. Board, if purchased from us, to be modified to Mk.2. for **£4.50** including software & p&p.

AZIMUTH HEAD ALIGNMENT TAPE by **INTERCEPTOR** for '64'. Use this test tape with your '64' to adjust the heads of your decks to make a perfectly matched pair. Full instructions and screwdriver supplied. **£8.50** inc. p&p.

ROM SWITCH/RESET BOARD. Fit this board in the expansion port of your '64' and you can reset ALL programs. Resets programs that a standard reset switch can't. A socket for a 2674 8K eprom is also fitted. Full instructions supplied. **£8.95** inc. p&p.

Please send S.A.E. for more details of the above products.

Send your cheque/P.O. to:— **TURBOTRONIC,**
46 Ripon Street, Parkinson Lane, HALIFAX, West Yorkshire, HX1 3UG.
Tel: (0422) 52020
(Europe add 50p, outside Europe add £1.50)

For C64, C128 and 8000 series
*** Accounts ***
*** Pay Roll ***
***Stock Control ***
***Invoicing ***
Etc.

All easy to use. Refund if not delighted.

ELECTRONIC AIDS

Twekesbury (Ltd), 62 High Street, Evesham,
Worcestershire WR11 4HG
Tel: 0386 493339

VAT receipt required

COMMODORE 64, 128 AND VIC-20 TAPE BACK-UP BOARD

****THE BEST VALUE FOR MONEY BACK-UP BOARDS FOR CBM COMPUTERS****

When a second CBM type cassette unit is connected to this board it wil make back-up copies of cassette based software, including Turbo/Fast Loaders, Machine Code and/or Basic and Data Files. Very user friendly, the back-up copy is made on the second cassette while the original is loading on the first. No additional software is needed. Price just £8.95 plus P&P. Why pay more? You have read the rest, now buy the best. Need we say more.

RESET CARTRIDGE

****FOR THE COMMODORE 64****

Simply insert this Reset Cartridge into the cartridge port of your 64 and you can reset all memory resident programs, which includes all programs that standard reset switches fail to reset. This Reset Cartridge really works on ALL programs. Priced at £7.95 plus P&P.

Add 55p P&P UK. Europe add £1.00 and elsewhere add £2.00. For Recorded Delivery in the UK add 25p extra or add £1.25 extra for Registered Post abroad. Send a cheque/P.O., or send a stamp for full details to:—

CLARK KENT SOFTWARE
26 North Cape Walk, Corby, Northants NN18 9DQ
For enquiries please ring (0536) 742622

IF
YOU CAN
MEET THE MIND
CHALLENGE OF

HIT & MISS

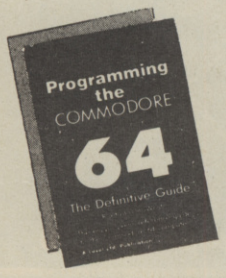
DEMAND YOUR COPY **NOW** — COMPLETE WITH FREE POSTER — BEFORE IT'S TOO LATE

COMMODORE C16/PLUS 4

VENTUREGATE — SOFTWARE — LTD

Programming the Commodore 64

The C64 Handbook



Standard reference book in the USA. 17 chapters plus appendices. Half a million well-chosen words from the best Commodore author. Takes over where the Guide leaves off. No other book has its authority.

- Handy summaries: disk, tape, BASIC, machine-language, I/O chips etc;
- Dozens of insider tricks and utilities;
- Ready-to-type sample programs — available separately on disk or tape;
- Basic and ML programming — teach yourself, and reference;
- Complete chapters on sound, graphics, peripherals, etc;
- Single volume overview — well cross-referenced and indexed;
- Kernal, vectors, RAM locations, ROM entry points detailed;

"Bible for Commodore machines . . . great value" — Your 64
"The sort of book which is referred to again and again" — Your Commodore
"Highly recommended" — Your Commodore
"Of all the books for the 64 this is best" — Comm. Comp. Int'l.

Programming the Commodore 64 by Raeto West £14.90 (+ £1 post)
Disk Pack £8.90 (+ 50p post) 2-Tape Pack £9.90 (+ 50p post).

From booksellers, Commodore Softpost, or by direct mail (add post) from:—
Level Ltd. Computer Publications, Biblios Distribution Ltd.,
Star Road, Partridge Green, Nr. Horsham, W. Sussex RH13 8LD.
Telephone: 0403-710971

HINTS - POKES - MAPS

MONTHLY HANDBOOKS FOR COMMODORE 64/128 OWNERS. HUNDREDS OF GAME PLAYING TIPS IN EACH EDITION, PLUS, COMPETITIONS AND SOFTWARE OFFERS.

COMMODORE ARCADE HANDBOOK..... £1.00
ADVENTURERS HANDBOOK..... £1.00
COMMODORE GAME REVIEW HANDBOOK ... £0.75

Send Cheque or P.O. to:—

H&D SERVICES (C.U.)

1338 ASHTON OLD ROAD, HIGHER OPENSHAW,
MANCHESTER M11 1JG.
Tel: 061-370 5666

CRAZYHORSE SOFTWARE

ELITE CHEAT*

The first and only ELITE Data editor, transform yourself from Harmless to — ELITE — in under two minutes.
Commodore 64 Turbo Disc or Turbo Cassette.
This easy to use fully menu driven editor comes complete with full instructions and will add new dimensions to the game.
Allows you to select Missions 1 and 2, Ratings, Legal Status, Credits, Armourments, Galaxies, and Cargo etc.

Special Crazyhorse additions: ● *Super and giant Cargo bays* ● *More than 7 Light years of fuel* ● *Combat Practice* ● *240 Additional Galaxies*
● Elite Cheat II additions: ● *Create your own Astrological Galaxy* ● *Extended fuel* ● *Invulnerability* ● *Extra missiles* ● *Close-up on Mission 2*

Cassette £7.95 **Disc £9.95** **Upgrades to Elite Cheat II Tape/Disc £2.50**

*** * * SPECIAL NEW YEAR/CHRISTMAS OFFER * * ***
FAST LANE Menu driven Turbo Disc creator. Not a boot program.
DISC-O-TECH disc duplication utility inc. errors, formats, etc.
MAGNIFICENT 7 Disc and tape utilities inc. Disc/Turbo/Disc.
Any of the above three £7.00 each, two £12.00, all three £15.00.
Prices including postage and VAT

To CRAZYHORSE SOFTWARE
23 Firtree Close, Little Sandhurst, Camberley, Surrey, GU17 8HU
*ELITE is a Registered trademark of Acornsoft. MAIL ORDER ONLY

Bank Manager

BANK MANAGER is the complete home accounting package for your computer. This massive 50k program has 11 menu screens making it very *'user friendly'*. All your bank transactions may be entered, including standing orders (which are automatically actioned). **BANK MANAGER** can produce a statement which may be output to the screen or printer. As well as day to day budgeting, **BANK MANAGER** will calculate your mortgage, HP and investments. Utilities include file searching, screen hard copies and disk commands. Files may be saved on disk or tape. You won't find a better Home Accounts Program.

CBM 64 OR C128 (compiled): TAPE £8.50, DISK £11.95

Data - Ade

BACK-UP all your tape programs (fast and slow loaders) with the Automatic Digital Enhancer. Requires 1 CBM cassette unit and 1 ordinary recorder. Very easy to use and reliable. You can even copy a program while you are loading it. Can give 100% success. Includes LED data indicator.

CBM 64, C128 OR VIC 20: £12.95
TEN DAY MONEY BACK GUARANTEE
All tapes are fast loading. Prices include VAT. P&P

Wishbone Software

Dept. CU4, 8 Rye Close, North Walsham, NORWICH, Norfolk NR28 9EY.
FOR THE BEST IN HIGH QUALITY SOFTWARE

★THE COMPATIBLE KEYPAD★

GUARANTEED TO WORK WITH ALL SOFTWARE OR WE GIVE FULL REFUND!

BBC B £44.95

CBM 64 £29.95 Inc. P&P & VAT

- **NOT software driven-saves TIME and MEMORY.**
- **Simple fitting with adaptor connector.**
- **Leaves all ports free.**
- **Full travel key switches.**

Cheques/PO's to:-
COMMERCIAL PRODUCTS **tel: (0293) 30174**
11 Hylands Close, Furnace Green, Crawley, Sussex RH10 6RX.

BANKER 64

If you are fed up not being able to keep track of your bank account this program may be just what you are looking for. Simple to use as it is menu driven it will hold full details of Credits, Debits, Standing orders and Direct Debits and will automatically place them in date order. It will give you statements to screen or printer including the 1520 plotter printer. Records can be stored on both disk and tape for complete back-up. Entry to any account is by name and Security code which can be changed as necessary. This m/c program is very good value at **£6.25 disk, £4.00 tape.**

RAM FILE

Keep track of your Software, Records, Stamp Collection, Addresses etc. with this easy to use menu driven filing system. Entry titles are user defineable. Powerful options include search and amend routines. Print routines allows printing of entry title, selected entry or complete file to any printer including the 1520 plotter. Files can be stored on both disk and tape.
This m/c program is very good value at **£6.25 disk, £4.00 tape.**

***Special Offer* — Both programs £10.Disk Both programs £7.00 Tape**
All prices include VAT & P&P
Cheques & P.O. to
RJP ELECTRONICS
27 Denham Way, Camber, Rye, East Sussex TN31 7XP Tel: (0797) 225549

NEXT MONTH

MUSIC 64

This is it — the definitive guide to musical add-ons for the 64. You can't miss our music special in your newsagents next month. It will have a flexi-disk on the front cover with a medley of hits by **Heaven 17** — composed on the new TMS music system. Discover the sounds hidden in your 64 with this definitive guide.

G FORCE

The crack team have been busier than ever lately writing our new BIGGER reviews of the latest Christmas releases. For your enjoyment we check out Jeff Capes Strong Man Game, Rock and Wrestle, Rambo, Commando, Lord of the Rings, Gyroscope, Mercenary, all the cheapies, and all the compilations. Just don't forget, G Force reviews are always first and best.

HAPPY HACKER

Introducing a new Mr. Hacker with a new look guide to whats going on at Compunet and Micronet. Plus MODEMS — what are they, which one, how much, and where to buy.

FREE TYPE IN GAMES

Can't afford ten quid for the latest smasherooney? Worry not, there are always short, free games to type in CU.

HOT SHOTS

All the news that THEY don't want you to know about in this New Year Sleeze Special.

£1,000 WORTH OF PRIZES

Win TMS Music Systems, Elektra Glide's, Zoids and a free Commodore User a month for 1986.

On sale Saturday December 21. Make sure of your copy now.

CLASSIFIED

PROFESSIONAL Commodore Repairs

The complete Commodore Service Centre

We have all the spares in stock to give you a FAST and RELIABLE service:

Commodore 64	**from £14.00**
Vic 20	**from £10.00**
C2N	**from £ 8.00**
Modulations	**from £ 8.00**
1540/41	**from £18.00**

*** Full telephone diagnostic and estimate service available**
*** Six months warranty on all repairs**
*** Above prices inclusive of labour and return postage. Parts extra.**

RING 0234 213645 NOW!

send faulty items with description to

ZEDEM COMPUTERS LTD
2 KIMBOLTON ROAD, BEDFORD MK40 2NR
(Trade and overseas enquiries welcme)

C16 games half price: Airwolf, Timeslip, Hustler, Blagger, A.C.E., Zodiac +30 more. Tel: 01-399 6132 after 4.30 p.m. Ask for Martin.

Norwegian CBM 64 owner wants to swap programs and tips with people all over the world. Both disk and tape. Send list to Kjetil Norvag, 6090 Fosnavag, Norway.

Vic 20, C2N recorder, 16K Ram pack, Introduction to Basic Parts 1 and 2, joystick, dust cover, £80 worth of tapes plus 1 cartridge, excellent condition. £150 o.n.o. Contact: Eamonn Murray, Glassow, Creeslough, Letterkenny, Co. Donegal, Ireland.

---

64 software for sale. Exploding Fist, Grogs Revenge, Cauldron, Monty Mole, Impossible Mission, World Series Baseball, International Tennis/Basketball, Raid Over Moscow, Thing on a Spring and 18 other hit titles. Worth over £220, will sell for £75. Jeremy Gidley, 296 Newton Road, Rushden, Northants NN10 OSY. Must be able to collect.

Vic 20 games. Skyhawk £2, 3D-Maze £1, Wacky Waitress £1, Perils of Willy £2, Introduction to Basic (Part 1) two tapes £2. Others also available. All tapes genuine. No money now. Enquiries to: Jason Wright, 17 High Street, Wicklewood, Wymondham, Norfolk NR18 9QE.

Urgently required: Vic 20 Touch Typing Tutor cassette. Tel: Chudleigh (0626) 853207.

Colour monitor, 14" RGB/composite video + sound, suit CBM 64, VCR, etc. £120. Tel: 01-253 6819 daytime, 0732 883976 (Kent) weekends.

SX64 plus 1526 printer plus free disk. Business software including Database, Superscript, Spreadsheet. All manuals: £575. Phone: 01-954 0033 evenings or 01-902 4640 daytime.

Vic 20 games. One copy each. Jetpac, Metagalactic Llamas, Innovative Computing (book). £4 each. Chris — Newbury 40627.

Interpod for sale. Will work on Vic 20, CBM 64 and 128. Version 1.6 and in very good condition — £50. Phone: 0252 544401.

Graph Plot for 1520. Draw, number and title axes. Plot any number of curves on same axes. Fully interactive. Available for C16 & C64. Cassette plus full instructions £7.99 inclusive. A. Higginson, 59 Albert Road, Grappenhall, Warrington, Ches WA4 2PF.

CBM64 +1541 disk drive + 1520 plotter — all boxed. Easyscript, Elite, Fighter Pilot, 20 spare disks (some with software), books and user mags. £300 o.n.o. May split. Phone: 0293 545044.

Half price unwanted disks. Not used. Easyscript, Easycalc, Easyfile. £25 each or £70 for all three. Phone: Brentwood 216684 evenings.

PROM-64

EPROM programmer for 8K, 16K, ZIF socket, Vpp generator & software on tape **£34.75**
64-CARTridge, 2 x 8K ..... **£ 5.95**
DEMO EPROM 8K ..... **£ 4.95**
DHOBI-2 EPROM eraser **£22.95**
UK + 15% VAT
CAMBRIDGE MICROELECTRONICS
One Milton Rd., Cambridge CB4 1UY
Tel: (0223) 314814 TLX 81574

For sale — Commodore 3016 with dual disk-drive, tape recorder and IEEE cables. Software includes DOS support, Extramon (dis) assembler, games and others. Books included. £250 o.n.o. Ring: P. Lucock (0903) 716451 (Littlehampton, Sussex).

Sing at sight from sheet music with 'Interval Tutor' cassette and leaflet. £5 to S. Chance, 4 Laker Court, Studley Estate, London SW4 6RY.

Spanish, Arabic, Portuguese, Italian word processors for CBM 64. £89 each including post — VAT extra. Dealers welcomed. DT Promotions, Unit-F, Arndale Centre, London SW18 4TD. Tel: 01-870 5711. Telex: 8951182.

CBM64, C2N recorder, joystick, software, books — £180. Simons Basic — £25. Mannesman Tally MT80+ printer — £180. Interface — £10. Tel: Bracknell 53846.

CBM 1541 disk drive, £120 o.n.o. Seikosha Vic-20 CP100VC printer, £70 o.n.o. Star SG10C printer for C64 NLQ graphics, £250 o.n.o. + W/P and D/B. Tel: 01-777 4977 after 6p.m.

Two CBM64 1541 disk drives, DPS 1101 printer, C2N, 1702 monitor, joystick, metal case, paper. Software: Superbase, Superscript, etc. Modem, software offers: 0783 374470.

CBM64 user wants penpals all around the world to swap ideas and games on tape. All letters answered. Write to Andrew Leggett, Lot 5, Hume Highway, Tahmoor, NSW, Australia 2573.

1541 disk drive £100, MPS 801 with paper £120, C2N cassette deck £30, Prism modem 1000 with cartridge software. BT approved, 100% CBM64 compatible — £80 or £300 the lot. Tel: David 0422 62976.

Swap top software! Buy too! (Need Rambo, Koronis, Rift . . .) Send list to Kljajic Gordon, Grillparzerstr. 39, 8010 Graz, Austria (answer guaranteed!).

ITC . . . inflation-fighting prices. Soft and hardware at never seen prices! Order our catalogue at £2.75 (refundable with order). ITC, Software Division-CU, Box 414, 1200 AK Hilversum, Netherlands. Access, Barclay, American Express, Diners Club accepted. State number + expiry date.

CBM64 plus 1541, monitor and 80 column card with software worth over £150 for a total price of £290 o.n.o. Phone: Coventry (0203) 40774 (evenings).

Microcom 16 CW/RTTY (transmit and receive). With Morse Tutor for the Commodore 16. Also available 'Microcom +4', 'Microcom 64' and 'Microcom 128'. S.a.e. to Moray Micro Computing, Enzie Slackhead, Buckie, Moray AB5 2BR for full details.

Vic-20 plug-ins. 40/80 column card £35, memory expansion card with 10 X 2K chips £25, four slot motherboard (switchable) £15, machine monitor cartridge £10, Super Expander £5, Programmers Aid £5, Sargon II £5, The Count £5, Gorf £5, Cosmic Cruncher £5. L. Hellawell (0274) 662275.

CBM64 software. 15 quality arcade games, disk £5.95, tape £4.95 plus selection of back-up utilities. D/D, T/D, D/T. Makes back-ups of 95% of all software. Only £8.95 disk!! Cheques/POs to J. Batty, 29 St. Martins Close, Clacton, Essex CO15 3NJ. Phone 0255 431067 for details.

CBM64 user-definable database. Full disk/printer functions. Full editing facilities. Supplied on disk only with instructions — £8.95. To: Mitchell Wright, 9 Southend, Dereham, Norfolk.

Wanted: Can anyone write me RTTY tranceive program, split screen type ahead, for C16. G6KYT, 9 Collington Avenue, Bexhill, East Sussex. Telephone 213479.

Commodore 64 back-up interface. Copies all types of programs etc. from datasette to standard hi-fi cassette. Amazing value. £7.95. McQuade, 55 Shaftsbury Drive, Heywood, Lancs OL10 2PH.

GOOD BYTE

Units 10/11, Imperial Studios, Imperial Road, London SW6

	RRP	Our price		RRP	Our price
Super Zaxxon	9.95	7.50	Daley's Supertest	7.95	5.95
Spy vs Spy II	9.95	7.50	World Series Baseball	7.95	5.95
Speed King	9.95	7.50	Hypersports	8.95	6.75
Mercenary	12.95	9.70	Tir Na Nog	9.95	7.50
Nodes of Yesod	9.95	7.50	Impossible Mission	9.95	7.50
Karaceka	9.95	7.95	Pitstop II	9.95	7.50
Stealth	9.95	7.95	Dropzone	9.95	7.50
Pinball Construction Set	14.95	11.95	Entombed	9.95	7.50
Advent. Construction Set	14.95	11.95	Elidon	8.95	6.75
Wizardry	9.95	7.50	Elite	14.95	11.00
Monty On The Run	7.95	5.95	Fiona Rides Out	7.95	5.95
Terrormolinos	7.95	5.95	Frankie G.T.H.	9.95	7.50
Racing Destruction Set (c)	12.95	9.70	Rocky Horror Show	8.95	6.75
Music Construction Set	14.95	11.95	Mail Order Monsters	14.95	11.00
World Cup II	7.95	5.95	Journey	7.95	5.95
World Cup (C16)	6.95	5.25	Red Moon	6.95	5.25
International Karate	6.50	4.99	Rupert & the Toymakers Party	7.95	5.95
Sabre Wolf	9.95	7.50	Thing on a Spring	7.95	5.95
Red Moon	6.95	5.25	G. Gooch Test Cricket	9.95	7.50
Paradroid	7.95	5.95	Gremlins	9.95	7.50
Frank Bruno	7.95	5.95	World Cup II	7.95	5.95
Code Name Mat II	8.95	6.75	The Rats	7.95	5.95
Summer Games II	9.95	7.50	The Hacker	9.95	7.45
Beach-Head II	9.95	7.50	Spys Demise	9.95	7.45
Kennedy Approach	9.95	7.50	Summer Games I	9.95	7.45
Underwurlde	9.95	7.50	F15 Strike Eagle	14.95	11.20
Wizards Lair	8.95	6.75			
Now Games	8.95	6.75			
Winter Games	9.95	7.45			
Never Ending Story	9.95	7.45			
Battle of Britain	9.95	7.45			
Imhotep	9.95	7.45			
Fighting Warrior	8.95	6.70			
Batalyx	9.95	7.45			
Blackwyche	9.95	7.50			
Exploding Fist	9.95	7.50			
Shadowfire	9.95	7.50			
White Lightning	19.95	14.95			
Machine Lightning	29.95	22.50			
J.S.W. II	8.95	6.75			

ALL PRICES INCLUDE P&P

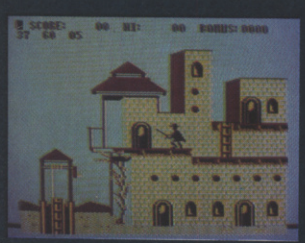
Goodbyte offers some of the most competitive prices for software available. If you don't see the game you require listed, please ring for the most up-to-date news on release and back catalogue files on 01-404 4245.

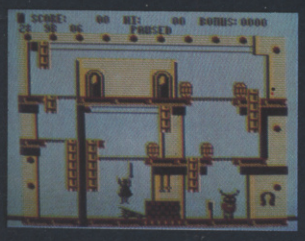
PLEASE NOTE IF OUR ORDER EXCEEDS £50 YOU GET 10% FURTHER DISCOUNT

SEND CHEQUE/P.O. TO

UNIT 10-11
IMPERIAL STUDIOS, IMPERIAL ROAD, LONDON SW6 (Tel. 01-731 4607)

Access



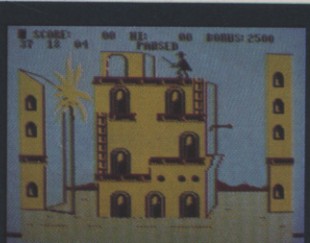


The return of the legendary crusader – skilfully fencing his way through twenty screens of mystery and danger!

Available for Commodore 64 & Atari

DISK £9.95

CASSETTE £14.95



Zorro®

Datasoft

U.S. Gold Limited, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

Datasoft is a registered trademark of Datasoft, Inc. Zorro is a registered trademark of Zorro Productions © 1985 Zorro Productions. All rights reserved. © 1985 Datasoft Inc.

TRANSFORMERS...MORE THAN MEETS THE EYE!

Ocean Software Limited
6 Central Street · Manchester · M2 5NS
Telephone 061 832 6633 · Telex 669977 Oceans G

©1985 Hasbro Industries Inc. All Rights Reserved.

7·95
SPECTRUM 48K

TRANSFORMERS "WARRIOR ROBOTS IN DISGUISE." EARTH HAS BEEN INVADED BY POWERFUL ROBOTS FROM THE PLANET CYBERTRON. TRANSFORM INTO THE ROLE OF THE HEROIC AUTOBOTS (JAZZ, HOUND, MIRAGE AND OPTIMUS PRIME) IN THEIR DEADLY BATTLE WITH THE EVIL DECEPTICONS.

8·95
COMMODORE 64

Ocean Software is available from selected branches of:
Boots, WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good software dealers. Trade enquiries welcome.